US009339722B2

(12) **United States Patent**
Toshima et al.

(10) **Patent No.: US 9,339,722 B2**
(45) **Date of Patent: May 17, 2016**

(54) **GAME DEVICE**

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(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 361 days.

(21) Appl. No.: **13/821,451**

(22) PCT Filed: **Jul. 29, 2011**

(86) PCT No.: **PCT/JP2011/067423**

§ 371 (c)(1),
(2), (4) Date: **May 8, 2013**

(87) PCT Pub. No.: **WO2012/032875**

PCT Pub. Date: **Mar. 15, 2012**

(65) **Prior Publication Data**

US 2013/0221614 A1 Aug. 29, 2013

(30) **Foreign Application Priority Data**

Sep. 8, 2010 (JP) 2010-201175

(51) **Int. Cl.**
A63F 7/00 (2006.01)
A63F 7/06 (2006.01)
(Continued)

(52) **U.S. Cl.**
CPC ***A63F 7/0005*** (2013.01); ***A63F 7/0636*** (2013.01); *A63F 7/3603* (2013.01); *A63F 2007/4018* (2013.01)

(58) **Field of Classification Search**
CPC A63F 7/22; A63F 7/00; A63F 7/0636; A63F 2007/4018; A63F 7/0005; A63F 7/3603
USPC ..... 273/108, 108.1, 126 R, 126 A, 121 A, 273/121 D, 122 A, 108.56, 120 R, 120 A
See application file for complete search history.

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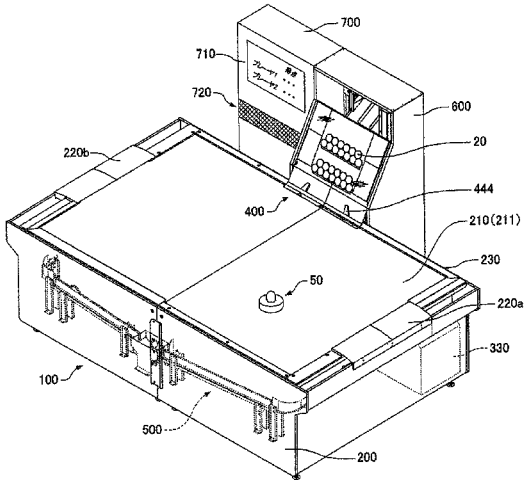
(57) **ABSTRACT**

An air hockey game device allows a plurality of players to play a match game using a first puck and a second puck having a disc size smaller than that of the first puck. The air hockey game device is configured so that each player can score points by shooting the first puck and the second puck into the opponent's goal. The air hockey game device is configured to control the game process (e.g., collection/supply of the first puck and the second puck, calculation/display of score, and production effect) based on the type of puck.

9 Claims, 16 Drawing Sheets



(51) **Int. Cl.**

A63F 7/07	(2006.01)
A63F 7/36	(2006.01)
A63F 7/40	(2006.01)

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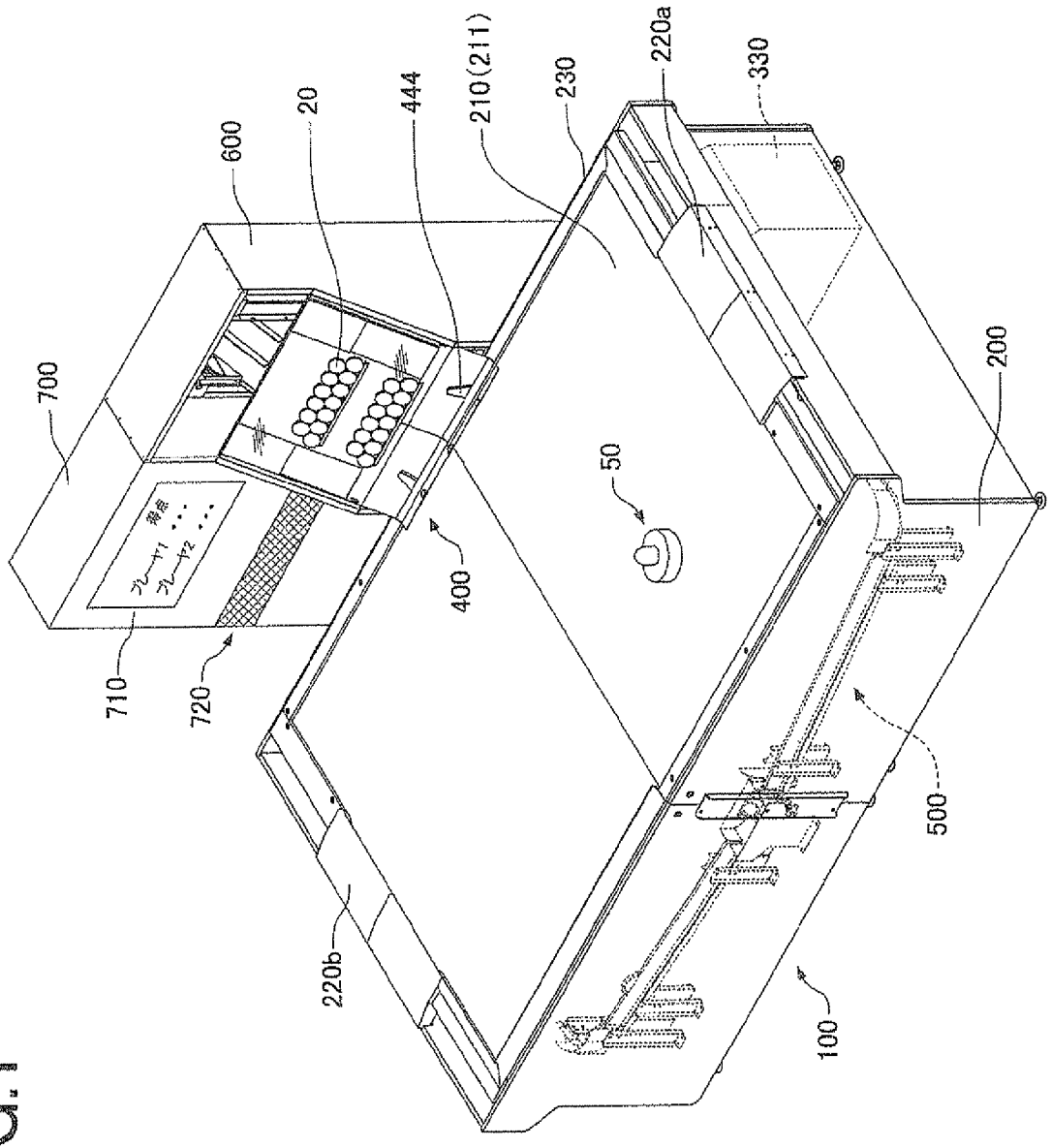

600
20
444
210(211)
230
220a
330
700
200
50
400
710
720
500
220b
100

FIG. 1

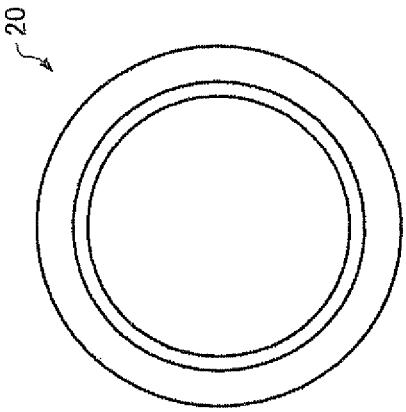


FIG.2B

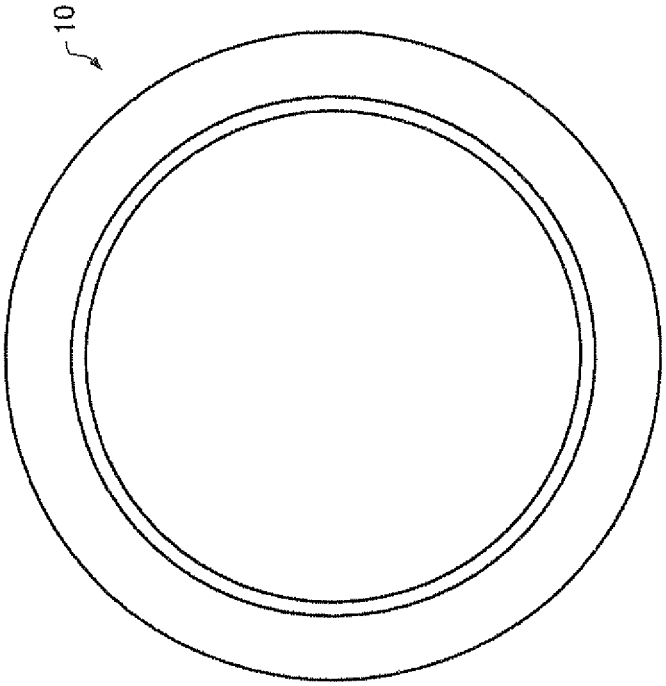


FIG.2A

FIG.3A

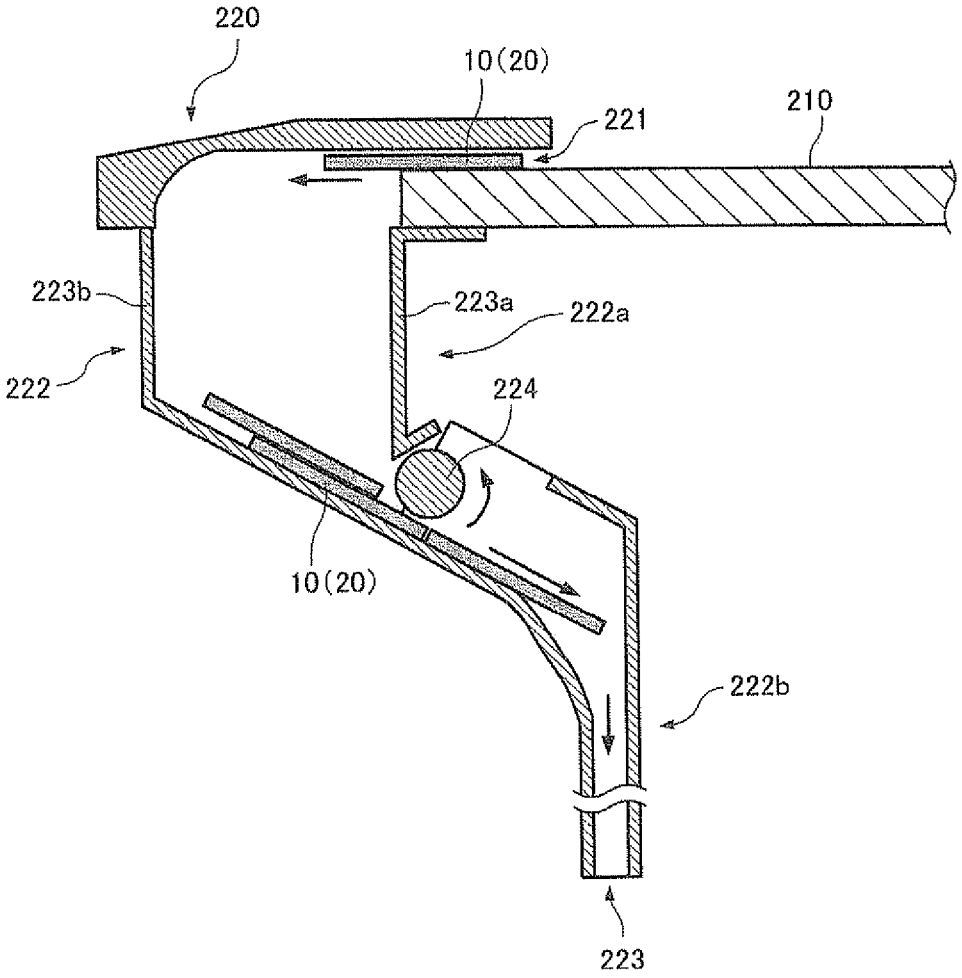
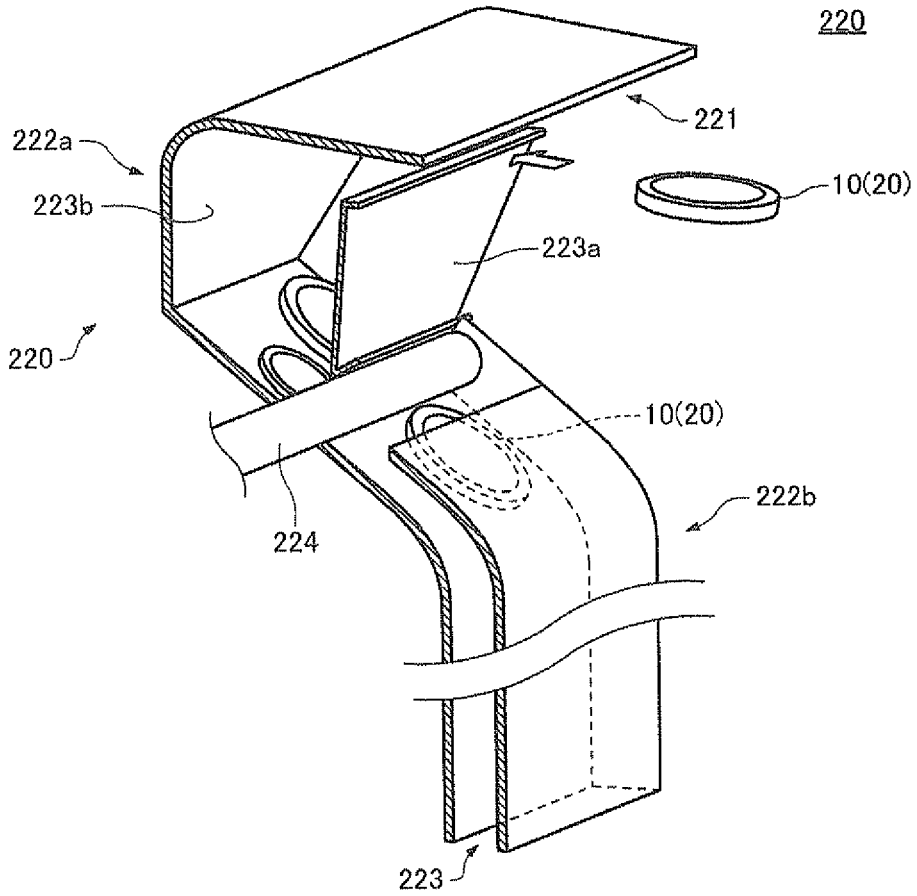


FIG.3B



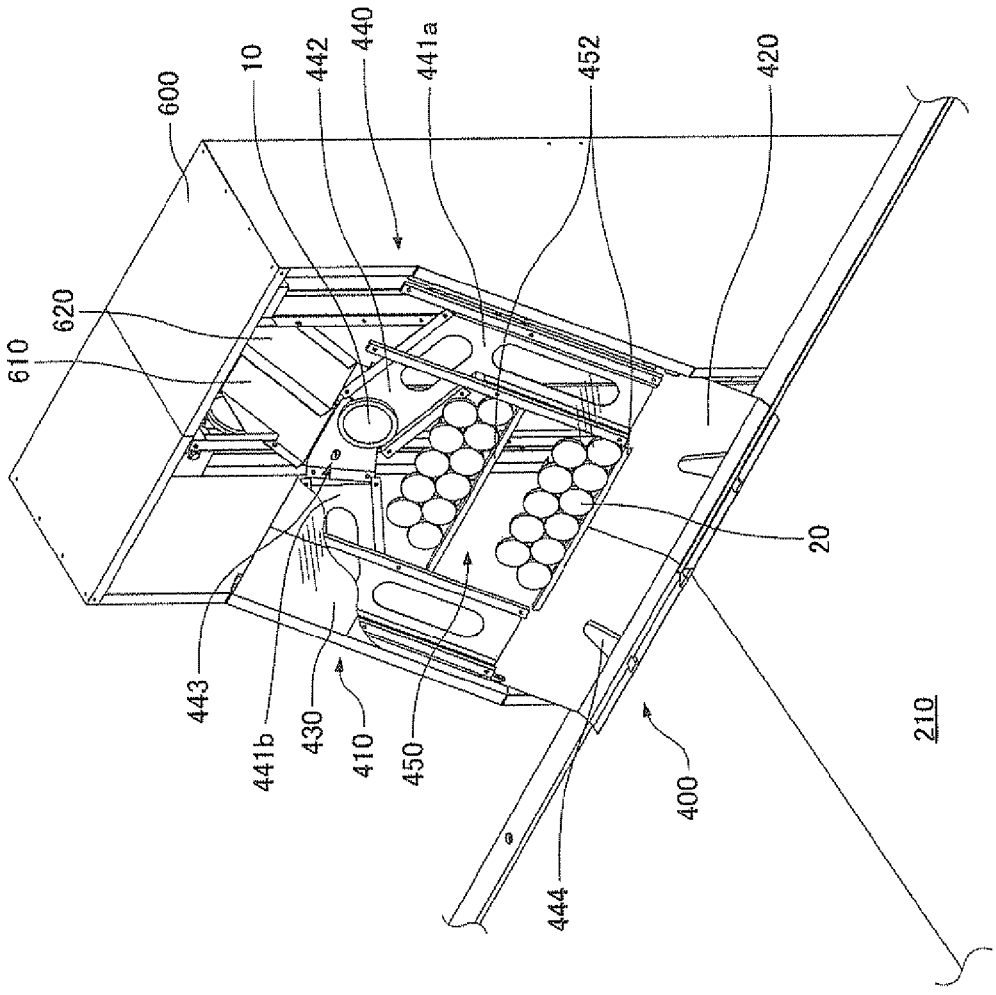

600
10
442
440
441a
452
420
620
610
20
443
441b
430
410
450
400
444
210

FIG.4

FIG.5A

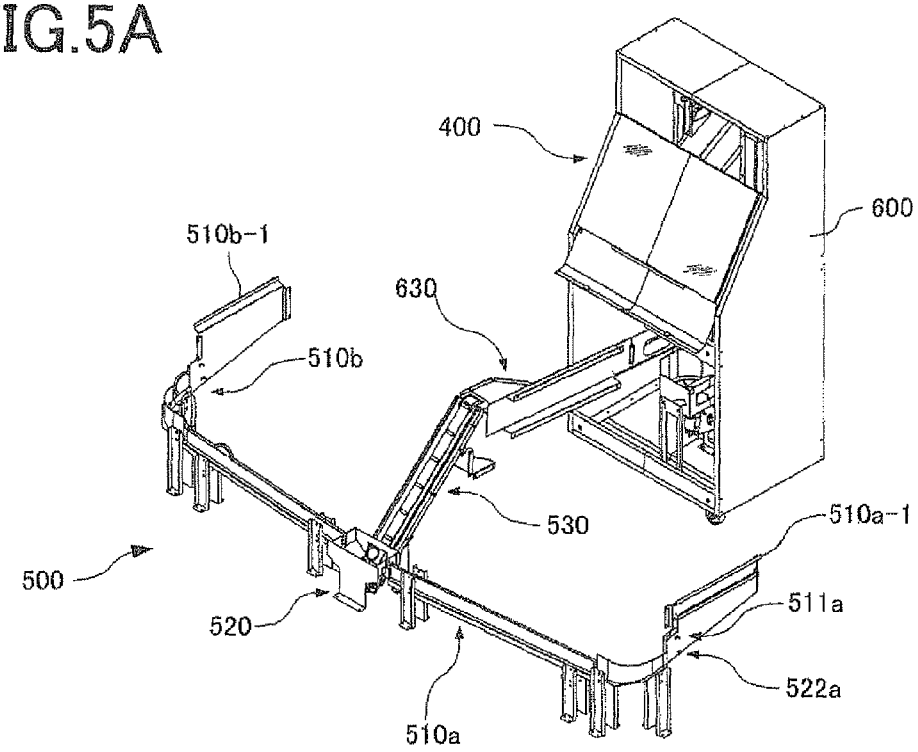

400
600
510b-1
630
510b
530
510a-1
500
511a
520
522a
510a

FIG.5B

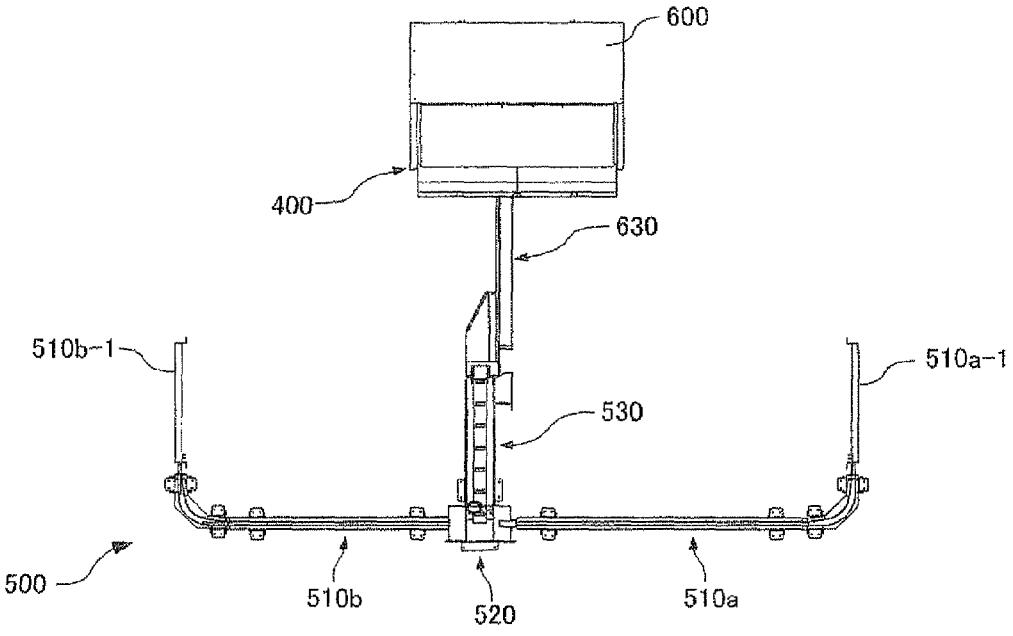

600
400
630
510b-1
510a-1
530
500
510b
520
510a

FIG.6B

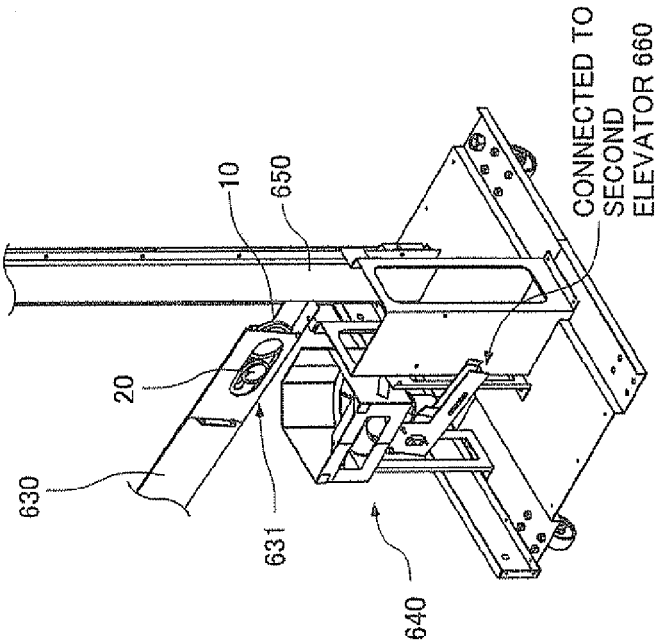
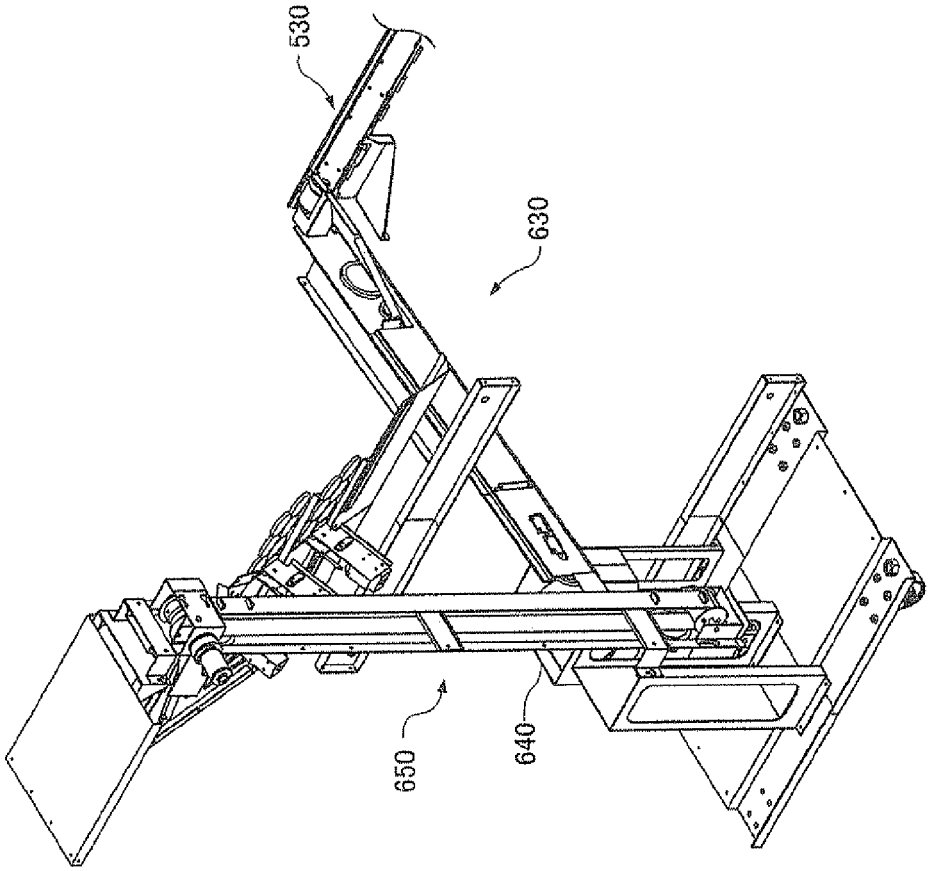

CONNECTED TO SECOND ELEVATOR 660
10
650
20
630
631
640

FIG.6A


530
630
650
640

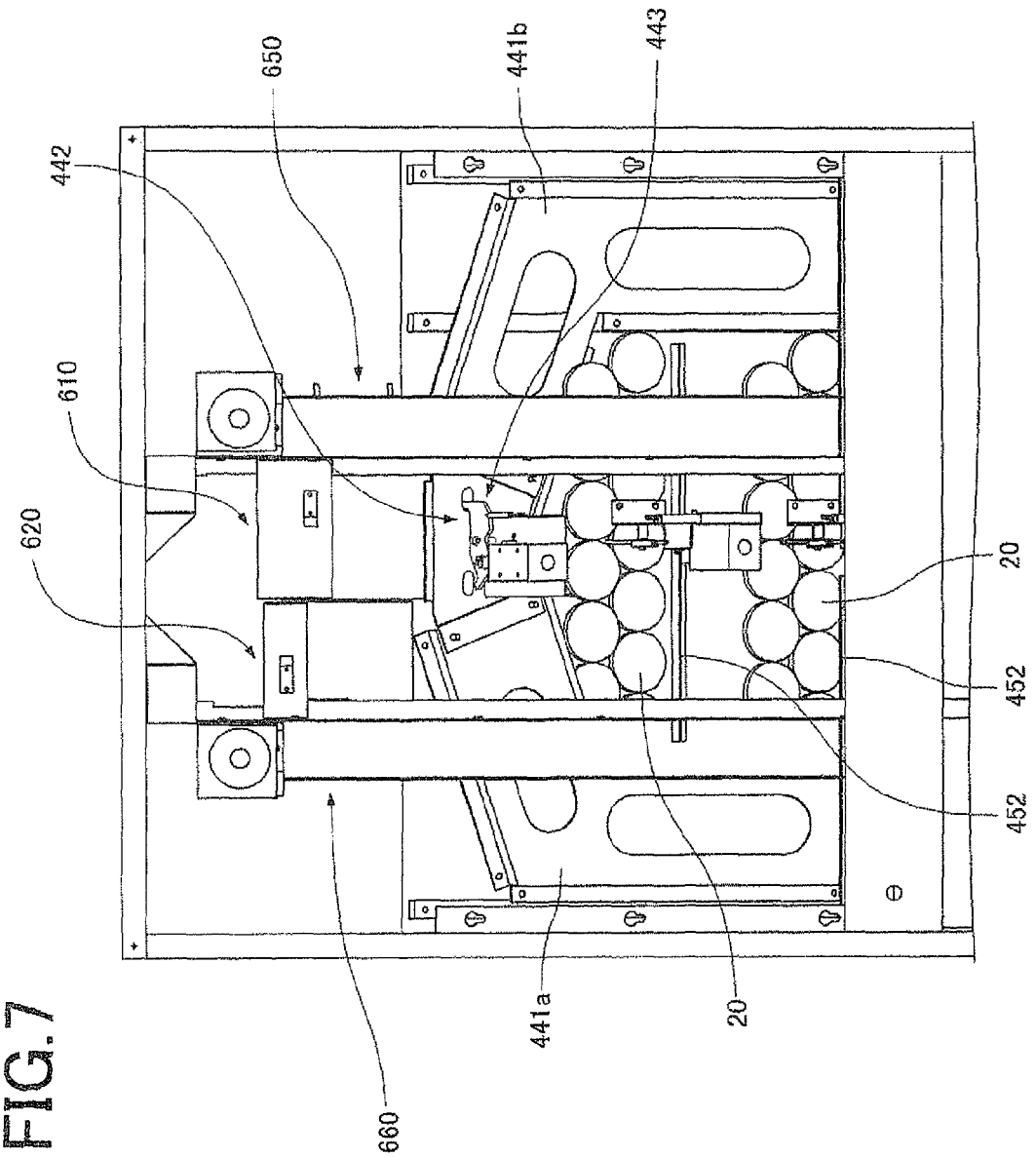


FIG. 7

FIG.8

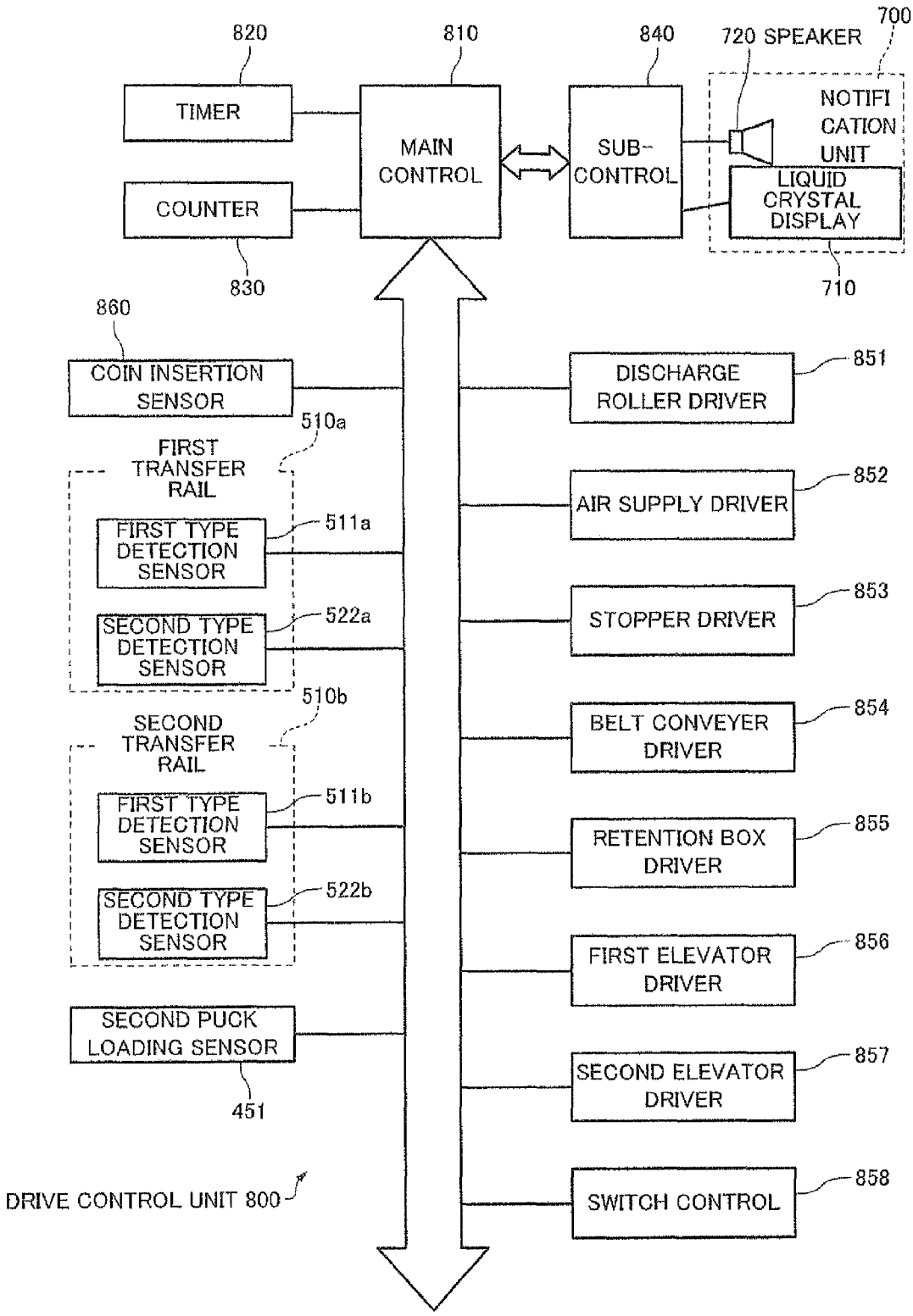

820
810
840
720 SPEAKER
700
TIMER
MAIN CONTROL
SUB-CONTROL
NOTIFICATION UNIT
COUNTER
LIQUID CRYSTAL DISPLAY
830
710
860
COIN INSERTION SENSOR
DISCHARGE ROLLER DRIVER
851
510a
FIRST TRANSFER RAIL
FIRST TYPE DETECTION SENSOR
511a
AIR SUPPLY DRIVER
852
SECOND TYPE DETECTION SENSOR
522a
STOPPER DRIVER
853
510b
SECOND TRANSFER RAIL
BELT CONVEYER DRIVER
854
FIRST TYPE DETECTION SENSOR
511b
RETENTION BOX DRIVER
855
SECOND TYPE DETECTION SENSOR
522b
FIRST ELEVATOR DRIVER
856
SECOND PUCK LOADING SENSOR
SECOND ELEVATOR DRIVER
857
451
DRIVE CONTROL UNIT 800
SWITCH CONTROL
858

FIG.9

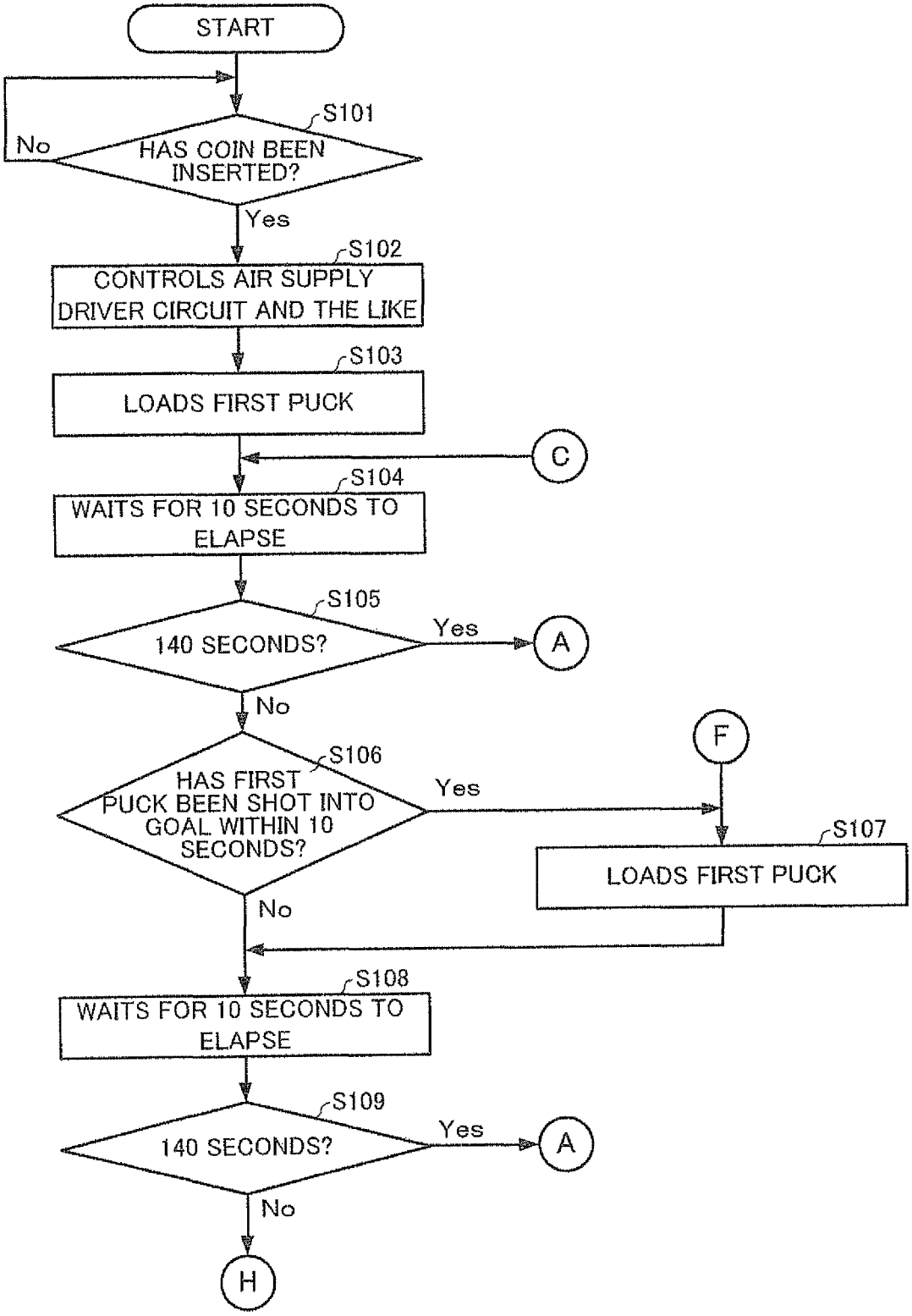

START
S101
No
HAS COIN BEEN INSERTED?
Yes
S102
CONTROLS AIR SUPPLY DRIVER CIRCUIT AND THE LIKE
S103
LOADS FIRST PUCK
C
S104
WAITS FOR 10 SECONDS TO ELAPSE
S105
140 SECONDS?
Yes
A
No
F
S106
HAS FIRST PUCK BEEN SHOT INTO GOAL WITHIN 10 SECONDS?
Yes
S107
LOADS FIRST PUCK
No
S108
WAITS FOR 10 SECONDS TO ELAPSE
S109
140 SECONDS?
Yes
A
No
H

FIG.10

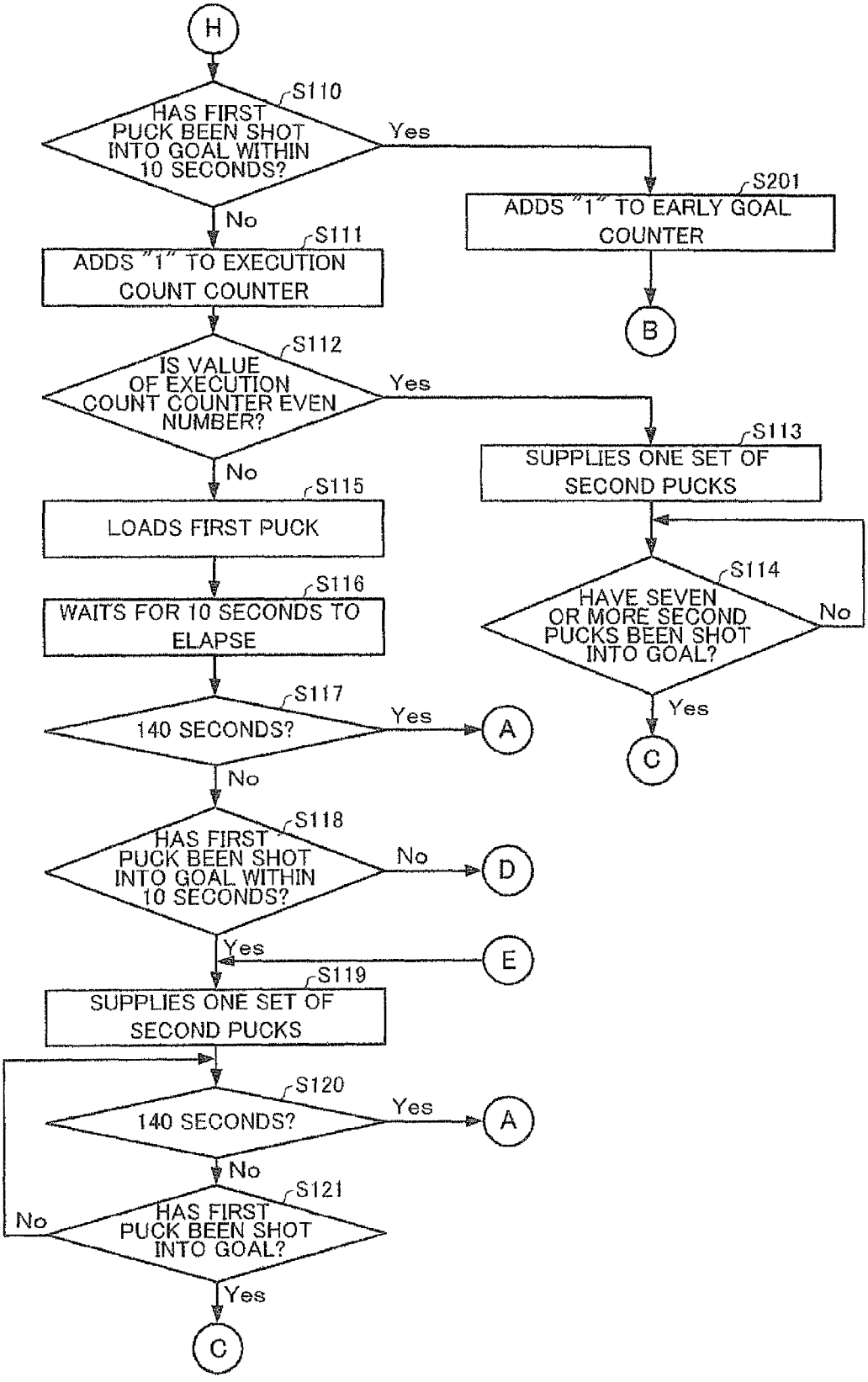

H
S110
HAS FIRST PUCK BEEN SHOT INTO GOAL WITHIN 10 SECONDS?
Yes
No
S201
ADDS "1" TO EARLY GOAL COUNTER
B
S111
ADDS "1" TO EXECUTION COUNT COUNTER
S112
IS VALUE OF EXECUTION COUNT COUNTER EVEN NUMBER?
Yes
No
S113
SUPPLIES ONE SET OF SECOND PUCKS
S114
HAVE SEVEN OR MORE SECOND PUCKS BEEN SHOT INTO GOAL?
No
Yes
C
S115
LOADS FIRST PUCK
S116
WAITS FOR 10 SECONDS TO ELAPSE
S117
140 SECONDS?
Yes
A
No
S118
HAS FIRST PUCK BEEN SHOT INTO GOAL WITHIN 10 SECONDS?
No
D
Yes
E
S119
SUPPLIES ONE SET OF SECOND PUCKS
S120
140 SECONDS?
Yes
A
No
S121
HAS FIRST PUCK BEEN SHOT INTO GOAL?
No
Yes
C

FIG.11

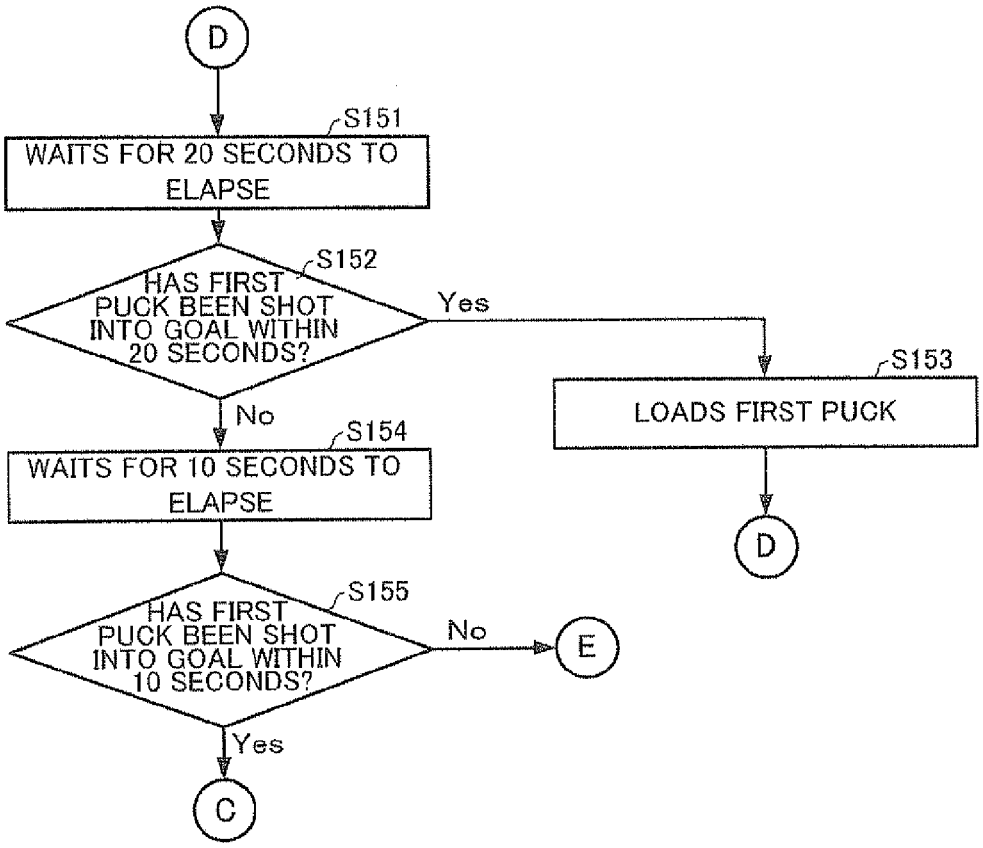

D
S151
WAITS FOR 20 SECONDS TO ELAPSE
S152
HAS FIRST PUCK BEEN SHOT INTO GOAL WITHIN 20 SECONDS?
Yes
No
S153
LOADS FIRST PUCK
D
S154
WAITS FOR 10 SECONDS TO ELAPSE
S155
HAS FIRST PUCK BEEN SHOT INTO GOAL WITHIN 10 SECONDS?
No
E
Yes
C

FIG.12

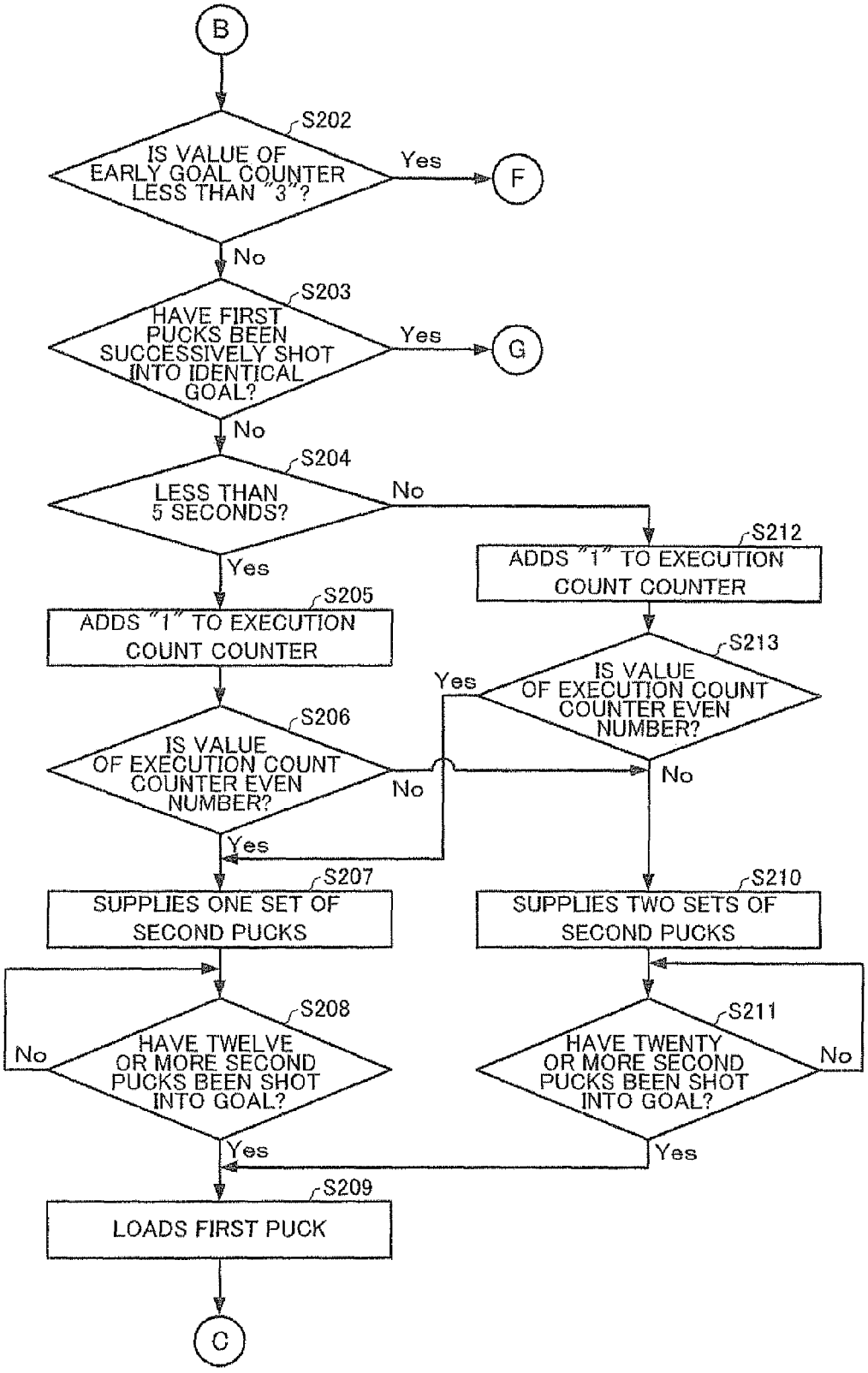

B
S202
IS VALUE OF EARLY GOAL COUNTER LESS THAN "3"?
Yes
F
No
S203
HAVE FIRST PUCKS BEEN SUCCESSIVELY SHOT INTO IDENTICAL GOAL?
Yes
G
No
S204
LESS THAN 5 SECONDS?
No
Yes
S205
ADDS "1" TO EXECUTION COUNT COUNTER
S206
IS VALUE OF EXECUTION COUNT COUNTER EVEN NUMBER?
No
Yes
S207
SUPPLIES ONE SET OF SECOND PUCKS
S208
HAVE TWELVE OR MORE SECOND PUCKS BEEN SHOT INTO GOAL?
No
Yes
S212
ADDS "1" TO EXECUTION COUNT COUNTER
S213
IS VALUE OF EXECUTION COUNT COUNTER EVEN NUMBER?
Yes
No
S210
SUPPLIES TWO SETS OF SECOND PUCKS
S211
HAVE TWENTY OR MORE SECOND PUCKS BEEN SHOT INTO GOAL?
No
Yes
S209
LOADS FIRST PUCK
C

FIG.13

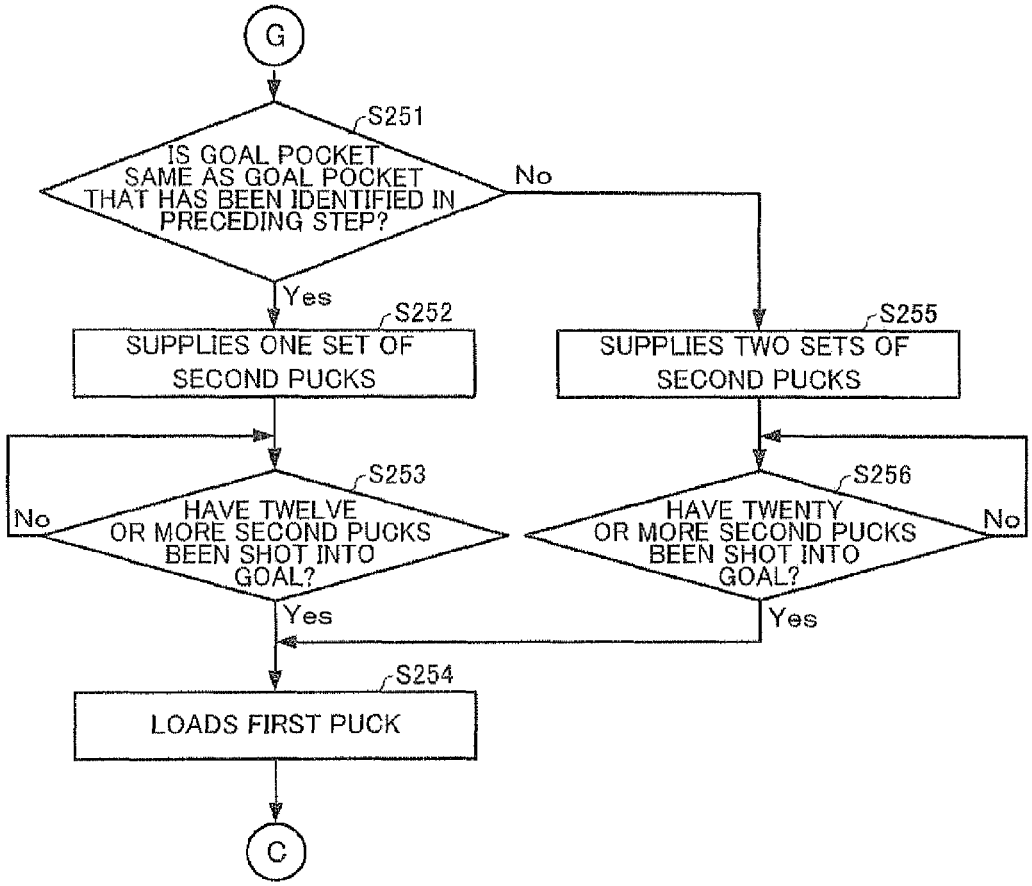

G
S251
IS GOAL POCKET SAME AS GOAL POCKET THAT HAS BEEN IDENTIFIED IN PRECEDING STEP?
No
Yes
S252
SUPPLIES ONE SET OF SECOND PUCKS
S255
SUPPLIES TWO SETS OF SECOND PUCKS
S253
HAVE TWELVE OR MORE SECOND PUCKS BEEN SHOT INTO GOAL?
No
S256
HAVE TWENTY OR MORE SECOND PUCKS BEEN SHOT INTO GOAL?
No
Yes
Yes
S254
LOADS FIRST PUCK
C

FIG.14

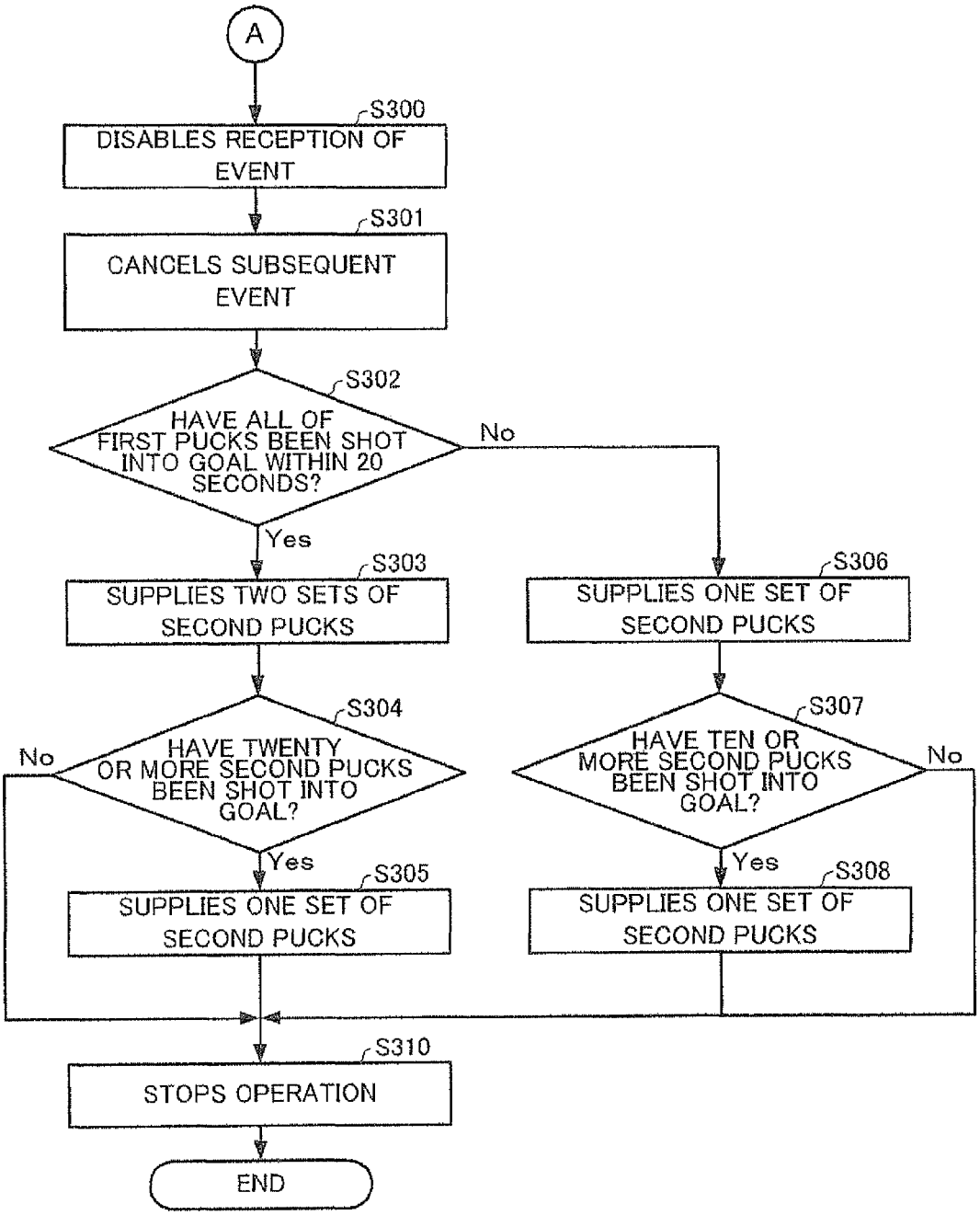
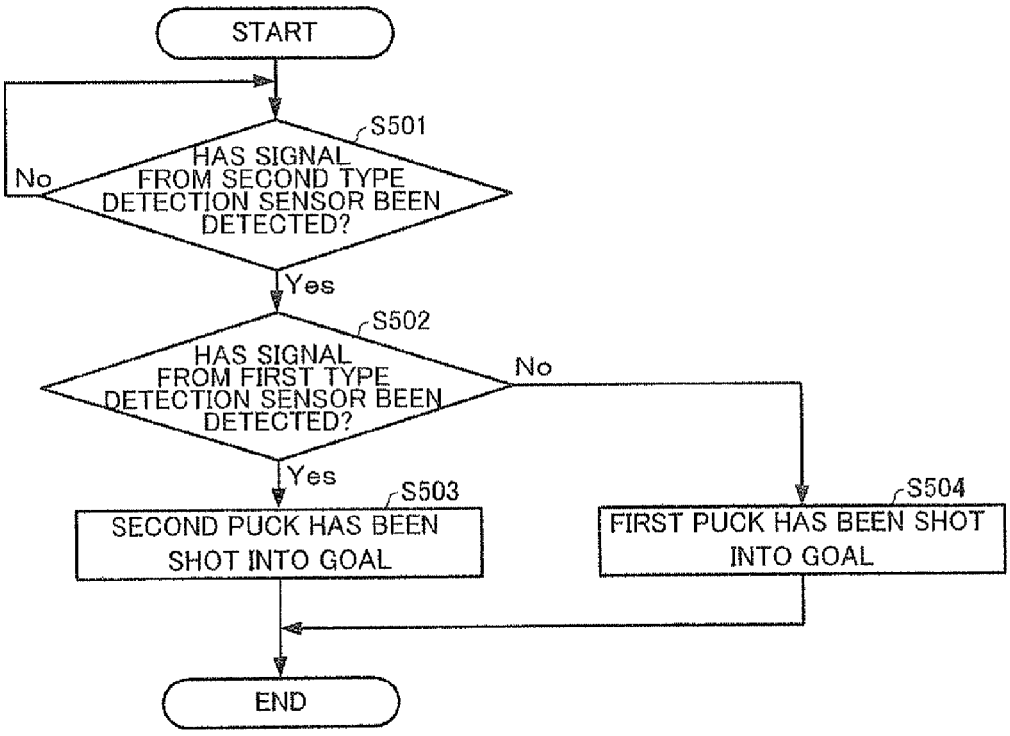

A
S300
DISABLES RECEPTION OF EVENT
S301
CANCELS SUBSEQUENT EVENT
S302
HAVE ALL OF FIRST PUCKS BEEN SHOT INTO GOAL WITHIN 20 SECONDS?
No
Yes
S303
SUPPLIES TWO SETS OF SECOND PUCKS
S306
SUPPLIES ONE SET OF SECOND PUCKS
S304
HAVE TWENTY OR MORE SECOND PUCKS BEEN SHOT INTO GOAL?
No
Yes
S307
HAVE TEN OR MORE SECOND PUCKS BEEN SHOT INTO GOAL?
No
Yes
S305
SUPPLIES ONE SET OF SECOND PUCKS
S308
SUPPLIES ONE SET OF SECOND PUCKS
S310
STOPS OPERATION
END

FIG.15


START
S501
HAS SIGNAL FROM SECOND TYPE DETECTION SENSOR BEEN DETECTED?
No
Yes
S502
HAS SIGNAL FROM FIRST TYPE DETECTION SENSOR BEEN DETECTED?
No
Yes
S503
SECOND PUCK HAS BEEN SHOT INTO GOAL
S504
FIRST PUCK HAS BEEN SHOT INTO GOAL
END

GAME DEVICE

TECHNICAL FIELD

The present invention relates to a game device that allows a plurality of players to compete for the score by shooting a game medium (e.g., disc-like puck) that floats over the surface of a field into the opponent's goal.

BACKGROUND ART

An air hockey game device has been known as an arcade game device that allows a plurality of players to experience excitement and exhilaration by shooting a puck that slides on the surface of a field at a high speed into the opponent's goal.

The air hockey game device may include a field board that has a plurality of air holes, and allows a disc-like puck to slide in a floating state, a blower unit that supplies air to each air hole, a wall member that is provided around the surface of the field, and changes the slide direction of the puck, and a goal pocket (target) that is provided in the field board (see JP-A-8-299584, for example).

SUMMARY OF INVENTION

Technical Problem

However, a game device such as the air hockey game device disclosed in JP-A-8-299584 is normally configured so that an expected result is obtained when the difference in skill between the players is large.

An air hockey game device may be configured so that the difficulty level of the game is increased by simultaneously supplying a plurality of game media during the game. In this case, however, an expected result is also obtained when the difference in skill between the players is large.

A game device that utilizes a plurality of game media does not provide novel game playability, and it is difficult to allow the players to enjoy the game when the difference in skill between the players is large.

The invention was conceived in order to solve the above problems. An object of the invention is to provide a game device that can provide novel game playability, and allows the players to enjoy the game even when the difference in skill between the players is large.

Solution to Problem

(1) According to one aspect of the invention, there is provided a game device that implements a game that allows a plurality of players to strike a game medium using a striking device to shoot the game medium into a goal of an opponent player, the game device including:

a field board that includes a sliding surface, and a wall member that is provided around the sliding surface, the game medium sliding on the sliding surface;

a plurality of goal pockets that functions as the goal, each of the plurality of goal pockets including an opening that is formed in the field board, and receiving the game medium;

a supply unit that supplies a first game medium and a second game medium to the field board corresponding to a game situation, the second game medium differing in type from the first game medium; and

a game control unit that controls the supply unit to selectively supply at least one of the first game medium and the second game medium, and controls a process of the game corresponding to the type of game medium supplied.

The slide speed of the game medium differs depending on the type (e.g., size (hereinafter may be referred to as "game medium size"), weight, or material) of the game medium even when the game medium is struck using an identical striking device at an identical force. For example, a small game medium or a light game medium slides on the surface of the field board at a high speed, and a large game medium or a heavy game medium slides on the surface of the field board at a low speed (i.e., the game medium slides (moves) at a different speed when the game medium is struck).

Since the game device having the above configuration can implement a game (e.g., air hockey game) that utilizes a plurality of game media that differs in type (e.g., game medium size, weight, or material), and allows a plurality of players to strike the game medium into the opponent's goal, it is possible to provide novel game playability by allowing the game media that slide at a different speed to be present on the field board.

Therefore, the game device according to one aspect of the invention can control the process of the game (e.g., changing the score based on the type of game medium, or supplying a game medium that differs from the current game medium to the field when the game is played using the current game medium) based on the type of game medium, can enhance the variation of the game, and can produce an exciting game by changing the game playability.

Since the game device according to one aspect of the invention can attach importance to game strategy rather than a striking device operation skill for controlling a single game medium by allowing a plurality of different game media to be present on the field, and controlling the process of the game based on the type of game medium, it is possible to allow the players to enjoy the game even when the players differ in skill.

(2) In the game device, the supply unit may include a first supply section that slidably supplies the first game medium singly to the field board, and a second supply section that slidably supplies a plurality of the second game media to the field board.

According to the above configuration, since the second game medium can be supplied to the field when the game is played using the first game medium, it is possible to change the game playability during the game to implement an exciting game.

(3) In the game device, the second supply section may slidably supply the plurality of second game media simultaneously to the field board when the game is being played using the first game medium, and a given condition has been satisfied.

According to the above configuration, since a plurality of second game media can be supplied to the field when the game is played using the first game medium, it is possible to change the game playability during the game to implement an exciting game.

(4) In the game device, the second supply section may be formed on a slope member that has a slope that is formed at a given slope angle with respect to a surface of the field board, may retain the plurality of second game media in a state in which the plurality of second game media is placed side by side in a direction that intersects a slope direction of the slope, and may slidably supply the plurality of second game media to the field board by allowing the plurality of second game media retained therein to slide along the slope due to gravity.

According to the above configuration, since the second game media are retained so that the second game media are placed side by side in the direction that intersects the slope direction of the slope, the game medium can be slidably supplied to the field board while preventing a situation in

which the game medium that has reached the surface of the field overlaps another game medium.

Specifically, since a plurality of second game media can be supplied while allowing the second game media to slide along the slope, the second game medium appear on the field board in a sliding manner.

This makes it possible to throw the players into a panic, and change the game playability during the game to implement an exciting game.

(5) In the game device, the second supply section may include a supply guide member that is formed integrally with the slope, and slidably supplies the second game medium to the field board while sliding the second game medium, and a supply angle when the second game medium is supplied by the supply guide member may be smaller than the slope angle of the slope.

According to the above configuration, since the angular difference with respect to the surface of the field board in the horizontal direction can be reduced by setting the second game medium supply angle to be smaller than the slope angle of the slope, the second game medium can be horizontally supplied to the surface of the field board. This makes it possible to more reliably slidably supply a plurality of second game media simultaneously to the field board.

(6) In the game device, the second supply section may further include a stopper that is provided at a given position on the slope, the stopper maintaining a retention state of the plurality of second game media in a closed state, and slidably supplying the plurality of second game media to the field board in an open state by allowing the plurality of second game media retained in the second supply section to slide along the slope due to gravity, and the game control unit may set the stopper from the closed state to the open state when a given condition has been satisfied.

According to the above configuration, a plurality of second game media can be simultaneously supplied to the surface of the field board by setting the stopper from the closed state to the open state when a given condition has been satisfied.

The given condition may be (a) a condition whereby one of the players has continuously lost the game, (b) a condition whereby a predetermined difference in score has been reached, or (c) a condition whereby a given time has elapsed (i.e., a condition based on the situation or the process of the game), for example.

The above configuration makes it possible to simplify the structure of the supply unit, and change the game playability during the game to implement an exciting game.

(7) The game device may further include a loading unit that transfers the first game medium and the second game medium that have entered the goal pocket in a mixed state and have been collected under the field board to the supply unit using different elevator mechanisms corresponding to a type of game medium, and loads the first game medium and the second game medium into the supply unit.

According to the above configuration, the collected game medium can be reliably loaded into the supply unit corresponding to the type of game medium, and the loading unit can be used as a mechanism for retaining the game medium by adjusting the moving timing of the elevator mechanism from the position under the field board to the supply unit.

(8) In the game device, the loading unit may include a retention section that selectively retains the second game medium that has been collected together with the first game medium in a mixed state, may supply the collected first game medium to the supply unit using the elevator mechanism, and may supply the retained second game medium to the supply unit using the elevator mechanism.

According to the above configuration, the loading unit itself can be used as a mechanism for retaining the first game medium that is simultaneously used in a small number by adjusting the moving timing of the elevator mechanism from the position under the field board to the supply unit, and the second game medium that is simultaneously used in a large number can be retained using the retention section.

This makes it possible to smoothly collect and load the game media even when a large number of game media are used, and supply a sufficient number of game media to the field board by preventing a short supply to the supply unit.

(9) In the game device, the first game medium and the second game medium may have a disc-like shape.

According to the above configuration, since the game medium has such a shape that force can be easily transmitted when the game medium has been struck, or has collided with the wall member of the field board, the game medium can slide on the field board at a high speed, and the player can experience exhilaration.

(10) The game device may further include a collection/transfer mechanism that collects a plurality of game media that differs in size and has entered the goal pocket in a mixed state, and transfers the plurality of game media that has been collected to the supply unit, the collection/transfer mechanism may include a transfer unit that sequentially transfers the plurality of game media from a first transfer point to a second transfer point that is higher than the first transfer point, and a plurality of protrusion members may be formed at given intervals on an upper side of the transfer unit on which the game medium is placed, the plurality of protrusion members preventing the game medium placed on the upper side of the transfer unit from falling down in an upstream direction, and having a height equal to or larger than a thickness of each of the plurality of game media.

According to the above configuration, the collected game medium can be transferred from a lower position to a higher position. Moreover, since the game medium is not transferred in a state in which a plurality of game media overlaps, the game medium can be transferred separately.

BRIEF DESCRIPTION OF DRAWINGS

FIG. **1** is an external perspective view illustrating the appearance of an air hockey game device according to one embodiment of the invention.

FIG. **2**A is a top view illustrating a first puck according to one embodiment of the invention.

FIG. **2**B is a top view illustrating a second puck according to one embodiment of the invention.

FIG. **3**A is a schematic view illustrating a cross section around a goal pocket according to one embodiment of the invention.

FIG. **3**B is an external perspective view illustrating part of a goal pocket according to one embodiment of the invention.

FIG. **4** is an external perspective view illustrating the appearance of a supply unit according to one embodiment of the invention.

FIG. **5**A is an external perspective view and a top view illustrating the appearance of a collection/transfer unit, a supply unit, and a loading unit according to one embodiment of the invention.

FIG. **5**B is a top view illustrating the appearance of a collection/transfer unit, a supply unit, and a loading unit according to one embodiment of the invention.

FIG. **6**A is a rear perspective view illustrating the rear side of a loading unit according to one embodiment of the invention.

FIG. **6**B is a rear perspective view illustrating the rear side of a loading unit according to one embodiment of the invention.

FIG. **7** is a rear view illustrating part of the rear side of a loading unit according to one embodiment of the invention.

FIG. **8** is a configuration diagram illustrating the configuration of the blocks of a drive control unit according to one embodiment of the invention.

FIG. **9** is a flowchart (I) illustrating the operation of an air hockey game device that implements an air hockey game according to one embodiment of the invention.

FIG. **10** is a flowchart (II) illustrating the operation of an air hockey game device that implements an air hockey game according to one embodiment of the invention.

FIG. **11** is a flowchart (III) illustrating the operation of an air hockey game device that implements an air hockey game according to one embodiment of the invention.

FIG. **12** is a flowchart (IV) illustrating the operation of an air hockey game device that implements an air hockey game according to one embodiment of the invention.

FIG. **13** is a flowchart (V) illustrating the operation of an air hockey game device that implements an air hockey game according to one embodiment of the invention.

FIG. **14** is a flowchart (VI) illustrating the operation of an air hockey game device that implements an air hockey game according to one embodiment of the invention.

FIG. **15** is a flowchart illustrating a score control process performed by an air hockey game device according to one embodiment of the invention.

DESCRIPTION OF EMBODIMENTS

A game device according to exemplary embodiments of the invention is described in detail below with reference to the drawings.

The following exemplary embodiments are described taking an example in which the game device is an arcade game device that allows a plurality of players to shoot a disc-like game medium referred to as a puck that slides on a field utilizing air into the opponent's goal using a striking device referred to as a mallet (hereinafter referred to as "air hockey game device").

Schematic Configuration of Air Hockey Game Device

The configuration of an air hockey game device **100** according to one embodiment of the invention is described below with reference to FIGS. **1**, **2**A and **2**B. FIG. **1** is an external perspective view illustrating the appearance of the air hockey game device **100** according to one embodiment of the invention. FIG. **2**A is a top view illustrating a first puck **10** according to one embodiment of the invention, and FIG. **213** is a top view illustrating a second puck **20** according to one embodiment of the invention.

The air hockey game device **100** allows a plurality of players to play a match game using the disc-like first puck **10** and the disc-like second puck **20** having a size (disc size) smaller than that of the first puck **10** (see FIGS. **1**, **2**A and **2**B).

The air hockey game device **100** is configured so that each player can score points by shooting the first puck **10** and the second puck **20** into the opponent's goal (i.e., goal pocket **220** described later).

The air hockey game device **100** is configured to control the game process (e.g., collection/supply of the first puck **10** and the second puck **20**, calculation/display of score, and production effect) based on the type of puck.

As illustrated in FIG. **1**, the air hockey game device **100** structurally includes a housing **200**, a field board **210**, a goal pocket **220**, an air supply unit **330**, a supply unit **400**, a collection/transfer unit **500**, a loading unit **600**, and a notification unit **700**. The air hockey game device **100** also includes a drive control unit **800** (see FIG. **8**) that is provided inside the housing **200**.

Note that the collection/transfer unit **500** implements a collection/transfer mechanism, and the loading unit **600** implements a loading unit, for example. The drive control unit **800** implements a game control unit, for example.

The housing **200** has a given height, and is formed to have an approximately rectangular shape in a plan view. The housing **200** supports the field board **210** that is formed on the upper side. The housing **200** provides a stable base so that each player can play the air hockey game on the field board **210**.

Specifically, the housing **200** is formed so that each player can hit the first puck **10** and the second puck **20** that slide on the field board **210** using a mallet **50**, and defend his goal pocket **220** (i.e., the goal pocket **220** along the short side where the player stands) from the first puck **10** and the second puck **20**.

The air supply unit **330**, the collection/transfer unit **500**, and the drive control unit **800** are provided inside the housing **200**. The loading unit **600** and the supply unit **400** that is connected to the loading unit **600** are provided at the center on one side of the housing **200**.

The field board **210** functions as a field on which the first puck **10** and the second puck **20** slide while being floated due to air, and serves as a game area of the air hockey game.

The field board **210** is formed to have an approximately rectangular shape in the same manner as the housing **200**, and has a plurality of air holes **211** that are formed in the surface of the board (hereinafter may be referred to as "field board surface" or "sliding surface"), and discharge air in order to float the first puck **10** and the second puck **20**.

Each air hole **211** is formed by a small through-hole. The air holes **211** are almost evenly formed over the entire surface of the field board **210** at given intervals. Each air hole **211** discharges air supplied from the air supply unit **330** provided inside the housing **200** in the upward direction that is perpendicular to the field board **210** in order to float the first puck **10** and the second puck **20**. Each air hole **211** is formed by a small through-hole. The air holes **211** are almost evenly formed over the entire surface of the field board **210** at given intervals.

The field board **210** includes a wall (hereinafter may be referred to as "wall member") **230** that is provided in the periphery of the rectangular game area, and has a given height from the field board surface, the wall **230** being formed upright to prevent the first puck **10** and the second puck **20** from leaving the field.

Each goal pocket **220** is used as a goal area (i.e., an area targeted by the player). Each goal pocket **220** is formed at the center of each short side of the field board **210**, and is provided corresponding to each player (corresponding to each team when a plurality of players forms a team).

Each goal pocket **220** receives the first puck **10** and the second puck **20**, and sequentially discharges the first puck **10** and the second puck **20** received therein to the collection/transfer unit **500**.

When the first puck **10** and the second puck **20** have been supplied to the field board **210** at an identical tuning, each goal pocket **220** receives different pucks such as the first puck **10** and the second puck **20** in a mixed state.

Each goal pocket **220** is configured to sequentially discharge the first puck **10** and the second puck **20** received

therein to the collection/transfer unit **500** even when each goal pocket **220** has received the first puck **10** and the second puck **20** in a mixed state.

The details of the configuration of the goal pocket **220** according to one embodiment of the invention are described later.

The air supply unit **330** is used to supply air to the field board **210** in order to float the first puck **10** and the second puck **20**. For example, the air supply unit **330** includes a compressor that compresses air, and supplies air compressed by the compressor to the air holes **211** formed in the field board surface during the game under control of the drive control unit **800**.

The supply unit **400** is used to supply different types of pucks (i.e., first puck **10** and second puck **20**) to the field board **210**. The supply unit **400** is provided upright at the center on one side of the housing **200**, the upper end of the supply unit **400** being connected to the upper end of the loading unit **600** so that the first puck **10** and the second puck **20** are loaded into the supply unit **400** from the loading unit **600**.

The first puck **10** is loaded into the supply unit **400** from the loading unit **600** at a given timing under control of the drive control unit **800**. The supply unit **400** selectively supplies the loaded first puck **10** to the field board **210** along a path **441***a* or **441***b* (see FIG. **4**) that is provided corresponding to each goal pocket **220** (i.e., provided corresponding to each player or team) while switching the sliding path of the first puck **10** between the paths **441***a* and **441***b* (see FIG. **4**).

The supply unit **400** retains a plurality of second pucks **20**, and simultaneously supplies the plurality of second pucks **20** retained therein to the field board **210** when a given condition has been satisfied.

The details of the configuration of the supply unit **400** according to one embodiment of the invention are described later.

The collection/transfer unit **500** is used to collect and transfer the first puck **10** and the second puck **20** received by the goal pocket **220**. The configuration of the collection/transfer unit **500** is illustrated in FIGS. **5**A and **5**B.

The collection/transfer unit detects the types and the numbers of the first pucks **10** and the second pucks **20** that are received by each goal pocket **220** in a mixed state under of the control of the drive control unit **800**.

The collection/transfer unit **500** transfers the first pucks **10** and the second pucks **20** received by each goal pocket **220** along an identical transfer path to collect the first pucks **10** and the second pucks **20**.

The collection/transfer unit **500** transfers the first pucks **10** and the second pucks **20** thus collected to the loading unit **600**. The details of the configuration of the collection/transfer unit **500** according to one embodiment of the invention are described later.

The loading unit **600** loads the first pucks **10** and the second pucks **20** that have been transferred and collected by the collection/transfer unit **500** into the supply unit **400**.

The loading unit **600** is provided upright at the center on one side of the housing **200** from the lower side of the housing **200** to the upper side of the housing **200** through the field board surface. The loading unit **600** is connected to the upper end of the supply unit **400** on the upper side of the housing **200**, and loads the first pucks **10** and the second pucks **20** into the supply unit **400**. The configuration of the loading unit **600** is illustrated in FIGS. **6**A, **6**B, and **7**.

The loading unit **600** sorts out the first pucks **10** and the second pucks **20** transferred by the collection/transfer unit **500** under control of the drive control unit **800**. The loading unit **600** retains the first pucks **10**, and loads the first pucks **10** directly into the supply unit **400**.

The loading unit **600** temporarily retains a plurality of second pucks **20**. The loading unit **600** loads a plurality of second pucks **20** into the supply unit **400** along a path that differs from that of the first pucks **10**. The details of the configuration of the loading unit **600** according to one embodiment of the invention are described later.

The notification unit **700** notifies necessary information during the game. The notification unit **700** is provided at the center on one side of the housing **200** on which the loading unit **600** and the supply unit **400** are provided.

The notification unit **700** provides a given notification and a given effect at a predetermined timing (e.g., at a timing at which the first puck **10** or the second puck **20** has entered the goal pocket **220**) under control of the drive control unit **800**.

The notification unit **700** includes a liquid crystal display **710** that displays the score, the game time, or a game effect under control of the drive control unit **800**, and a plurality of speakers **720** that outputs a given effect sound and music under control of the drive control unit **800** when the score, the game time, or a game effect is displayed.

Note that the notification unit **700** may be provided at the center on the side of the housing **200** opposite to the side on which the loading unit **600** and the supply unit **400** are provided, or may be may be provided on the upper side of the housing **200**. The notification unit **700** includes a lighting unit (not illustrated in the drawings) that provides a lighting effect (e.g., blinking, light-on, and light-off) when the game effect is displayed.

Each speaker **720** is independently provided to face each player, and is formed to have directivity that allows each player to listen to the effect sound. Each speaker **720** outputs a given effect sound under a given situation.

For example, when the first puck **10** or the second puck **20** has entered the goal pocket **220**, each speaker **720** outputs the effect sound having a different tone to the player who has shot the puck into the opponent's goal and the player who has conceded a goal.

When the second puck **20** has entered the goal pocket **220**, each speaker **720** outputs the effect sound so that the pitch gradually increases each time the second puck **20** has entered the same goal pocket **220**. In this case, each speaker **720** outputs the effect sound at the initial pitch when the pitch of the effect sound has reached a given pitch. Therefore, even when the players cannot determine the number of second pucks **20** that have been shot into a goal when a large number of second pucks **20** have been supplied to the field board **210**, the players can determine the number of second pucks **20** due to the effect sound.

The drive control unit **800** is a control unit for controlling (driving) each unit. The drive control unit **800** starts to control each unit when a coin (e.g., token) has been inserted, and controls the process of the air hockey game based on the role of each puck (first puck **10** and second puck **20**) in the game (hereinafter may be expressed as "based on the type of puck (or game medium)").

The drive control unit **800** controls the air supply unit **330** when the air supply unit **330** supplies air, controls the supply unit **400** when the supply unit **400** supplies the first puck **10** and the second puck **20**, controls the notification unit **700** when the notification unit **700** display an image and output sound, and controls the collection/transfer unit **500** and the loading unit **600**. Note that the details of the configuration of the drive control unit **800** according to one embodiment of the invention are described later.

Puck

The first puck **10** and the second puck **20** according to one embodiment of the invention are described below with reference to FIGS. **2**A and **2**B.

As illustrated in FIG. **2**A, the first puck **10** is a disc-like game medium that floats and slides on the field board **210**. The first puck **10** is formed so that the center area of the disc surface has a thickness smaller than that of the periphery of the disc surface. This prevents a situation in which the first puck **10** adheres to the field board surface when the first puck **10** slides or stops on the field board **210**. Specifically, when the disc surface of the first puck **10** has an even thickness, the space between the first puck **10** and the field board **210** may be lost when the first puck **10** slides or stops on the field board, and the first puck **10** may adhere to the field board **210** since the first puck **10** cannot receive air supplied through the air hole **211**. Therefore, the first puck **10** is configured so that a recess is formed in the center area of the disc surface such that the first puck **10** can receive air supplied through the air hole **211**. This prevents a situation in which the first puck **10** adheres to the field board surface.

As illustrated in FIG. **28**, the second puck **20** is a disc-like game medium that floats and slides on the field board **210**. The second puck **20** is formed so that the center area of the disc surface has a thickness smaller than that of the periphery of the disc surface. This prevents a situation in which the second puck **20** adheres to the field board surface when the second puck **20** slides on the field board **210**.

The second puck **20** is formed so that the disc size is smaller than that of the first puck **10** (e.g., the disc diameter is half of that of the first puck **10**), and the thickness of the disc surface is smaller than that of the first puck **10**, in order to allow the second puck **20** to slide at a speed differing from that of the first puck **10**, and produces a hitting feel differing from that of the first puck **10**. When the second puck **20** is formed to have a disc size smaller than that of the first puck **10**, the first puck **10** and the second puck **20** slide at a different speed even when the first puck **10** and the second puck **20** have been hit at an identical force using an identical mallet **50**. More specifically, even when the first puck **10** and the second puck **20** have been hit at an identical force using an identical mallet **50**, the second puck **20** slides on the field board surface at a speed higher than that of the first puck **10** (i.e., the first puck **10** slides on the field board surface at a speed lower than that of the second puck **20**).

In one embodiment of the invention, the game playability is changed by simultaneously supplying different pucks to the field board **210** (game area) to implement an exciting game.

Note that the first puck **10** and the second puck **20** may differ in thickness, or may have an identical thickness.

In one embodiment of the invention, the second puck **20** is formed to have a disc size and a thickness smaller than those of the first puck **10**. Note that the second puck **20** may be formed to have a weight larger than that of the first puck **10**, or may be formed using a material that allows the second puck **20** to slide at a speed higher than that of the first puck **10**.

The disc surface of the second puck may be coated with a coating material that allows the second puck **20** to slide at a speed higher than that of the first puck **10**.

Goal Pocket

The structure of the goal pocket **220** according to one embodiment of the invention is described below with reference to FIGS. **3**A and **3**B. FIG. **3**A is a schematic view illustrating a cross section around the goal pocket **220** according to one embodiment of the invention, and FIG. **38** is an external perspective view illustrating part of the goal pocket **220** according to one embodiment of the invention.

The left goal pocket **220** illustrated in FIG. **1** is a first goal pocket **220***a* that is defended by a first player, and the right goal pocket **220** illustrated in FIG. **1** is a second goal pocket **220***b* that is defended by a second player who plays against the first player.

As illustrated in FIGS. **3**A and **3**B, each goal pocket **220** includes an opening **221**, a receiving section **222**, an outlet **223**, and a discharge roller **224**. The discharge roller **224** functions as a discharge unit.

The opening **221** is formed at the center on the short side of the field board **210**, and is formed at the same level as the field board surface. The opening **221** functions as a goal that receives the first puck **10** and the second puck **20**. Specifically, the opening **221** has a given width and a given height from the field board surface, and is formed to receive the first puck **10** and the second puck **20** that slide on the field board **210**.

The receiving section **222** is formed integrally with the opening **221**, and receives the first puck **10** and the second puck **20** that have entered through the opening **221** (i.e., have been shot into the goal). The receiving section **222** has a structure that guides the first puck **10** and the second puck **20** received therein to the outlet **223** that is provided on the lower side.

More specifically, the receiving section **222** includes a receiving box **222***a* in which the opening **221** is formed on the upper front side, and a narrow guide box **222***b* in which the outlet **223** is formed at the bottom, and guides the first puck **10** and the second puck **20** that have entered through the opening **221** from the receiving box **222***a* to the outlet **223** that has a narrow rectangular shape and is positioned under the guide box **222***b*.

The receiving box **222***a* has a first side surface **223***a* that is formed to extend downward along the edge of the short side of the field board **210**, and a second side surface **223***b* that is opposite to the first side surface **223***a*, and guides the first puck **10** and the second puck **20** that have entered through the opening **221**.

The second side surface **223***b* slopes downward toward the first side surface **223***a*, and is formed to guide the first puck **10** and the second puck **20** to the narrow guide box **222***b* that is positioned under the receiving box **222***a*.

The outlet **223** that is formed in a bottom **223***e* of the guide box **222***b* is a rectangular opening that is longer in the short side direction of the field board **210**. The outlet **223** is formed to sequentially discharge the first puck **10** or the second puck **20** under control of the discharge roller **224**.

The thickness (i.e., the width in the transverse direction) of the outlet **223** is set to be equal to or larger than the thickness of the first puck **10** and less than the total thickness of two second pucks **20** that are stacked on the disc surface so that a plurality of first pucks **10**, a plurality of second pucks **20**, or the first puck **10** and the second pucks **20** are not discharged at one time.

Specifically, the outlet **223** is formed to have a thickness (i.e., the width in the transverse direction) equal to or larger than the thickness of the first puck **10** having the maximum thickness (Tmax) among the plurality of pucks and less than the total thickness (2Tmin) of two second pucks **20** having the minimum thickness (Tmin) among the plurality of pucks that are stacked on the disc surface. The outlet **223** has a width (width in the longitudinal direction) that allows a plurality of pucks to be discharged at the same time.

Note that a first transfer rail **510***a* or a second transfer rail **520***b* (described later) are disposed along and underneath the outlet **223** that is a rectangular opening that is longer in the short side direction of the field board **210**.

Specifically, a transfer receiving rail section **510***a*-**1** and a transfer receiving rail section **510***b*-**1** as the starting point of the first transfer rail **510***a* and the second transfer rail **510***b* are disposed along the outlet **223** of the goal pocket **220***a* and the outlet **223** of the goal pocket **220***b* (see FIGS. **5**A and **5**B) in order to receive the first puck **10** or the second puck **20** that is discharged downward from the outlet **223** (i.e., a rectangular opening that is longer in the short side direction of the field board **210**), and transfer the first puck **10** or the second puck **20** along a given transfer path.

The discharge roller **224** is provided on the lower side of the receiving box **222***a* to be positioned to face the entrance of the guide box **222***b*. Note that only a small space that does not allow the puck to pass through is formed between the discharge roller **224** and the first side surface **223***a*.

The discharge roller **224** is disposed so that a space through which the first puck **10** and the second puck **20** can be guided downward is formed between the discharge roller **224** and the second side surface **223***b*. Specifically, the discharge roller **224** and the second side surface **223***b* of the receiving box **222***a* of the receiving section **222** form a puck discharge space that is thicker to some extent than the thickness of the first puck **10** on the upstream side of the guide box **222***b*.

The discharge roller **224** rotates in the direction indicated by the arrow in no. **3**A during the game under control of the drive control unit **800**. Therefore, the discharge roller **224** can sequentially and smoothly guide the first puck **10** and the second puck **20** to the outlet **223** through the puck discharge space.

More specifically, elevations and depressions are formed on the surface of the discharge roller **224**. Therefore, even when a plurality of first pucks **10**, a plurality of second pucks **20**, or the first puck **10** and the second puck **20** have move to the puck discharge space in a stacked state, the discharge roller **224** that rotates can push the upper puck (puck positioned close to the discharge roller **224**) backward due to the elevations and depressions formed on the surface, and guide only the other puck (puck that does not come in contact with the discharge roller **224**) to the outlet **223** (guide box **222***b*).

Specifically, the discharge roller **224** is provided to cancel a state in which the pucks are stacked in order to independently transfer first puck **10** and the second puck **20** using the collection/transfer unit **500**.

According to the above configuration, the first puck **10** and the second puck **20** that have entered through the opening **221** (i.e., have been shot into the goal) (see the arrow in FIGS. **3**A and **3**B) slide and align inside the receiving box **222***a* along the slope of the second side surface **223***b*.

When two first pucks **10** or two second pucks **20** are stacked, the upper puck is moved backward by the discharge roller **224** toward the second side surface **223***b*, and only the lower puck passes through the space between the discharge roller **224** and the second side surface **223***b*, and is guided to the guide box **222***b*.

Note that only one first puck **10** or only one second puck **20** can pass through the space between the discharge roller **224** and the second side surface **223***b*.

The first puck **10** or the second puck **20** that has passed through the space between the discharge roller **224** and the second side surface **223***b* is sequentially supplied to the guide box **222***b*, and discharged to the first transfer rail **510***a* or the second transfer rail **520***b* disposed under the outlet **223**.

Therefore, the first puck **10** or the second puck **20** that has been discharged sequentially rolls along the first transfer rail **510***a* or the second transfer rail **520***b* in an aligned state.

Supply Unit

The structure of the supply unit **400** according to one embodiment of the invention is described below with reference to FIGS. **4** and **7**. FIG. **4** is an external perspective view illustrating the appearance of the supply unit **400** according to one embodiment of the invention, and FIG. **7** is a rear view illustrating part of the supply unit **400** and the loading unit **600** according to one embodiment of the invention.

As illustrated in FIG. **5**, the supply unit **400** includes a slope member **410**, a supply guide member **420**, and a transparent cover **430**.

The slope member **410** has a slope that is formed at a given slope angle with respect to the surface of the field board **210**.

The supply guide member **420** is formed integrally with the slope member **410**, and is used to slidably supply the first puck **10** and the second puck **20** that have been loaded into the slope member **410** and slid due to their weight to the field board **210**.

The supply guide member **420** has a shape that is curved obliquely upward with respect to the field board **210**, and supplies the first puck **10** or the second puck **20** that has slid from the slope member **410** to the field board **210** in an approximately horizontal direction.

The lower end of the supply guide member **420** is formed to come in contact with, or to be adjacent to, the upper end of the wall **230** formed on the periphery of the field board **210**. The supply guide member **420** can thus slidably supply the first puck **10** and the second puck **20** to the field board **210**.

The transparent cover **430** is provided opposite to the slope member **410**. The transparent cover **430** is formed to prevent the first puck **10** and the second puck **20** from leaving the supply unit **400** or the field board **210** when the first puck **10** and the second puck **20** are loaded or supplied, and allow the player to observe the loaded state of the second puck **20**.

The supply unit **400** includes a supply section **440** (hereinafter referred to as "first supply section") that slidably supplies the first puck **10** to the field board **210**, and a supply section **450** (hereinafter referred to as "second supply section") that slidably supplies the second puck **20** to the field board **210**. The first supply section **440** and the second supply section **450** respectively include the slope member **410**, the supply guide member **420**, and the transparent cover **430**.

The first supply section **440** supplies the first puck **10** loaded by the loading unit **600** to the field board **210** slidably along the slope of the slope member **410** while maintaining a state in which the disc surface of the first puck **10** faces obliquely upward.

Specifically, the first supply section **440** supplies the first puck **10** toward the player who has conceded a goal (i.e., the goal pocket **220** into which the puck has been shot) while switching the slide path of the first puck **10**.

For example, the first supply section **440** has a pair of (left and right) independent paths **441***a* and **441***b*, and a switch path **442**. The independent paths **441***a* and **44113** are formed on either side of the slope member **410** (i.e., on either side of the slope member **410** in the widthwise direction that is perpendicular to (intersects) the slope direction of the slope member **410**.

The independent paths **441***a* and **441***b* sandwich the second supply section **450** provided at the center of the slope member **410**, and are divided from the second supply section **450**.

The independent paths **441***a* and **441***b* have a width slightly larger than the diameter of the first puck **10**. The upstream area of the independent path **441***a* and the upstream area of the independent path **441***b* are adjacent to each other so that the second supply section **450** is placed between the transparent cover **430** and the surface of the slope member **410**, and

the downstream area of the independent path **441***a* and the downstream area of the independent path **441***b* are formed by the supply guide member **420**.

A restriction member **444** is provided to the downstream area of the independent path **441***a* and the downstream area of the independent path **441***b* that are formed by the supply guide member **420** so that the first puck **10** is supplied to the field board **210** at a given angle in the widthwise direction. Specifically, the restriction member **444** is provided to the downstream area of the independent path **441***a* and the downstream area of the independent path **441***b* so that the first puck **10** is supplied to the field board **210** toward the goal pocket **220** that is positioned closer.

The switch path **442** has a width slightly larger than the diameter of the first puck **10** in the same manner as the independent paths **441***a* and **441***b*, and is in the shape of an inverted letter "Y" along the slope of the slope member **410**.

The switch path **442** is formed to overlap the upper part of the rear side of the second supply section **450**, and has a structure that guides the first puck **10** to the independent path **441***a* or **441***b* while allowing the first puck **10** loaded by the loading unit **600** to slide due to its weight.

Specifically, the upper end of the switch path **442** is bonded to a first slider **610** of the loading unit **600** that outputs the first puck **10** approximately at the center of the slope member **410** in the widthwise direction. The lower ends of the switch path **442** are respectively connected to the independent paths **441***a* and **441***b*.

A path switch movable member **443** that moves under control of the drive control unit **800** is provided to the branch point of the switch path **442**. The path switch movable member **443** is controlled so that the first puck **10** is slidably supplied to the independent path **441***a* or **441***b* that is positioned on the side of the player who has conceded a goal.

For example, the path switch movable member **443** has a protrusion that protrudes from two holes formed in the surface of the path toward the front surface (transparent cover **430**). The drive control unit **800** selectively causes the protrusion to protrude from one of the holes formed in the surface of the path.

According to the above configuration, when one of the independent paths **441***a* and **441***b* has been selected by the path switch movable member **443**, the first supply section **440** can prevent entrance into the other of the independent paths **441***a* and **441***b*, and can slide the first puck **10** loaded into the designated independent path **441**.

Therefore, the first supply section **440** can supply the first puck **10** toward the player who has conceded a goal by supplying the first puck **10** from the independent path **441***a* or **441***b* that is positioned closer to the goal pocket **220** into which the puck has been shot.

The second supply section **450** is shaped so that a plurality of second pucks **20** loaded by the loading unit **600** are arranged in the widthwise direction (that is the direction that is perpendicular to (intersects) the slope direction of the slope member **410**) and the slope direction in a state in which the disc surface faces upward.

The upper end of the second supply section **450** is bonded to a second slider **620** of the loading unit **600** that loads the second puck **20** in an area in which the upper end of the second supply section **450** does not overlap the first slider **610** of the loading unit **600**.

The end of the second supply section **450** opposite to the end bonded to the loading unit **600** (i.e., the end of the second supply section **450** under the slope member **410**) is formed by the supply guide member **420**.

The second supply section **450** retains a plurality of second pucks **20** while maintaining the current arrangement state. The second supply section **450** slidably supplies a plurality of second pucks **20** that is retained and arranged in a plurality of rows simultaneously to the field board **210** when a given condition has been satisfied.

Specifically, the second supply section **450** is formed so that the second supply section **450** is divided from and positioned between the independent paths **441** of the first supply section **440** (i.e., formed at the center in the widthwise direction), and has a width that allows a plurality of second pucks **20** to be arranged in the widthwise direction (e.g., a width that allows six second pucks **20** to be arranged in the widthwise direction).

A sensor **451** that detects passage of the second puck **20** (hereinafter referred to as "second puck loading sensor") (see FIG. **8**) is provided at the joint. The second puck loading sensor **451** is used when counting the number of loaded second pucks **20** together with a counter circuit **830** described later.

The second supply section **450** includes a plurality of stoppers **452** that is formed by a protrusion member that extends in the widthwise direction and has a height equal to or larger than the thickness of the second puck **20**, and prevent the slide motion of the second pucks **20** (i.e., hold the second pucks **20**).

Specifically, the second supply section **450** is formed so that a given number of second pucks **20** (hereinafter may be referred to as "a set of second pucks") can be retained corresponding to each stopper **452**.

The lowermost stopper **452** is set to an open state when a given condition has been satisfied, and slidably supplies the second pucks **20** that are retained by the stopper **452** to the field board **210** under control of the drive control unit **800**.

Specifically, the lowermost stopper **452** tilts downward, or the height of the protrusion decreases toward the slope member **410** to eliminate the step with the slope member **410** so that the second pucks **20** can slide when a given condition has been satisfied. Note that the lowermost stopper **452** is formed on the slope member **410**, and is not formed on the supply guide member **420**.

The stoppers **452** other than the lowermost stopper **452** sequentially change from the closed state to the open state when the lowermost stopper **452** has changed from the closed state to the open state, and a set of second pucks **20** can be retained using the lower stopper **452**.

The stoppers **452** other than the lowermost stopper **452** change from the closed state to the open state at the same timing as the lowermost stopper **452** under given conditions. Specifically, the stoppers **452** other than the lowermost stopper **452** are controlled to slidably supply the second pucks held by each stopper **452** to the field board **210** together with the second pucks held by the lowermost stopper **452**.

According to the above configuration, the second supply section **450** can simultaneously supply a plurality of second pucks **20** to the field board **210** under control of the drive control unit **800**.

Collection/transfer Unit

The structure of the collection/transfer unit **500** according to one embodiment of the invention is described below with reference to FIGS. **5**A and **5**B. FIG. **5**A is an external perspective view illustrating the appearance of the collection/transfer unit **500**, the supply unit **400**, and the loading unit **600** according to one embodiment of the invention, and FIG. **5**B is a top view illustrating the appearance of the collection/transfer unit **500**, the supply unit **400**, and the loading unit **600** according to one embodiment of the invention.

As illustrated in FIGS. **5**A and **5**B, the collection/transfer unit **500** includes a transfer rail **510**, a collection box **520**, and a belt conveyer **530**.

The transfer rail **510** is provided corresponding to each goal pocket **220**. A first transfer rail **510***a* is provided corresponding to the first goal pocket **220***a*, and a second transfer rail **510***b* is provided corresponding to the second goal pocket **220***b*. Note that the transfer rail **510** implements a transfer path, and the belt conveyer **530** implements a transfer unit, for example.

Each transfer rail **510** is formed along the inner side surface of the housing **200**, and is used as a guide rail for transferring the first puck **10** and the second puck **20** while allowing the first puck **10** and the second puck **20** to rotate.

Each transfer rail **510** includes a rail that is formed to be slightly wider than the disc thickness of the first puck **10** and the second puck **20**, and a guide that is provided on each side of the rail, and has a height equal to or larger than the diameter of the first puck **10**.

Each transfer rail **510** includes the transfer receiving rail section **510***a*-**1** or **510***b*-**1** that serves as the starting point of the first transfer rail **510***a* or the second transfer rail **510***b*.

The transfer receiving rail sections **510***a*-**1** and **510***b*-**1** are formed along and underneath the outlet **223** of each goal pocket **220**, and formed so that the first puck **10** and the second puck **20** discharged from the outlet **223** are rotatably loaded.

Specifically, each transfer rail **510** is formed at a position at which the side surface (hereinafter referred to as "circumferential surface") formed along the periphery of the disc of the first puck **10** and the second puck **20** discharged from each goal pocket **220** comes in contact with the rail surface, and is fitted between the guides formed on the rail side.

Each transfer rail **510** has a given difference in height in an area from the vicinity of the outlet **223** to the collection box **520**. Specifically, each transfer rail **510** is formed so that the first puck **10** and the second puck **20** can be transferred from the vicinity of the outlet **223** to the collection box **520** that is formed at a position lower than the vicinity of the outlet **223** while the first puck **10** and the second puck **20** rotate due to the weight thereof.

Each transfer rail **510** includes a first type detection sensor **511** and a second type detection sensor **522** that are provided at a position between the goal pocket **220** and the collection box **520** (hereinafter referred to as "rail position") in order to detect whether the puck is the first puck **10** or the second puck **20**. The first type detection sensor **511** and the second type detection sensor **522** are disposed at a different height from the rail surface.

The first type detection sensor **511** is disposed at a given rail position along the transfer rail **510** through which the first puck **10** and the second puck **20** discharged from each goal pocket **220** necessarily pass so that the first type detection sensor **511** is positioned higher than the rail surface by a value that is larger than the diameter of the disc surface of the second puck **20** and is equal to or less than the diameter of the disc surface of the first puck **10**. The second type detection sensor **522** is positioned higher than the rail surface by a value equal to or less than the diameter of the disc surface of the second puck **20**.

Note that the first type detection sensor **511** implements a goal detection unit, and implements a first sensor, and the second type detection sensor **522** implements the goal detection unit, and implements a second sensor, for example.

According to the above configuration, when the first puck **10** has passed the rail position at which the first type detection sensor **511** and the second type detection sensor **522** are provided, the first type detection sensor **511** and the second type detection sensor **522** detects the first puck **10**. When the second puck **20** has passed the rail position at which the first type detection sensor **511** and the second type detection sensor **522** are provided, only the second type detection sensor **522** detects the second puck **20**. Therefore, the type of puck can be determined based on the output from the first type detection sensor **511** and the output from the second type detection sensor **522**.

Note that the first type detection sensor **511** and the second type detection sensor **522** may be provided at a different rail position. In this case, it is preferable that the second type detection sensor **522** that can detect the first puck **10** and the second puck **20** be provided closer to the goal pocket **220** as compared with the first type detection sensor **511**.

The transfer rails **510** respectively correspond to the goal pockets **220***a* and **220***b*, and include the first transfer rail **510***a* and the second transfer rail **510***b*.

As illustrated in FIGS. **5**A, **5**B, and **8**, a first type detection sensor **511***a* and a second type detection sensor **522***a* are provided to the first transfer rail **510***a*, and the first type detection sensor **511***a* and the second type detection sensor **522***a* function as a goal detection unit that detects the first puck **10** and the second puck **20** that have entered the first goal pocket **220***a*.

A first type detection sensor **511***b* and a second type detection sensor **522***b* are provided to the second transfer rail **510***b*, and the first type detection sensor **511***b* and the second type detection sensor **522***b* function as a goal detection unit that detects the first puck **10** and the second puck **20** that have entered the second goal pocket **220***b*.

The collection box **520** is a box for collecting the first puck **10** and the second puck **20** transferred along each transfer rail **510**. The collection box **520** is provided inside the housing **200** at the center on the side of the housing **200** opposite to the side on which the loading unit **600** is provided.

The collection box **520** is in the shape of a box of which the upper side is open, and has side surfaces that are respectively bonded to the transfer rails **510**. The collection box **520** collects the first puck **10** and the second puck **20** transferred along each transfer rail **510** in a mixed state.

The belt conveyer **530** is disposed from one side surface of the collection box **520** toward the center of the housing **200** in the long side direction (toward the center of the housing **200** along the short side direction). The belt conveyer **530** is a transfer unit that transfer the first puck **10** and the second puck **20** from the collection box **520** to the loading unit **600**.

The belt conveyer **530** is driven during the game under control of the drive control unit **800**. The belt conveyer **530** sequentially transfers the first puck **10** and the second puck **20** from a position (first transfer point) inside the collection box **520** to a position (second transfer point) which is higher than the position inside the collection box **520** and at which the starting point of a puck sort-out rail **630** of the loading unit **600** is formed.

The first puck **10** and the second puck **20** are placed on the upper side of the belt conveyer **530** so that the disc surface of the first puck **10** and the second puck **20** faces obliquely upward with respect to the field board **210**.

The belt conveyer **530** is formed so that the first puck **10** and the second puck **20** are slidably loaded into the puck sort-out rail **630** due to their weight at the end point of the belt conveyer **530**.

A plurality of protrusion members **531** is provided on the upper side of the belt conveyer **530** at given intervals. Specifically, the protrusion members **531** are formed to have a

given height at given intervals (e.g., at intervals longer to some extent than the diameter of the first puck **10**).

Each protrusion member **531** has a height that is equal to or larger than the thickness of the first puck **10** and is less than the total thickness of two second pucks **20**. Each protrusion member **531** prevents movement of the first puck **10** or the second puck **20** from the upstream side to the downstream side, or prevents falling of the first puck **10** or the second puck **20** when transferring the first puck **10** and the second puck **20** placed on the upper side of the belt conveyer **530**.

According to the above configuration, when a plurality of pucks is placed on the upper side of the belt conveyer **530** in a stacked state, the protrusion member **531** does not hold the upper puck without functioning as a stopper, and the upper puck is collected into the collection box **520** during transfer due to the difference in height. Specifically, the belt conveyer **530** is formed so that the first puck **10** and the second puck **20** can be transferred while separating the pucks.

Loading Unit

The structure of the loading unit **600** according to one embodiment of the invention is described below with reference to FIGS. **6**A, **6**B, and **7**. FIGS. **6**A and **6**B are rear perspective views illustrating the rear side of the loading unit **600** according to one embodiment of the invention, and FIG. **7** is a rear view illustrating part of the rear side of the loading unit **600** according to one embodiment of the invention.

As illustrated in FIGS. **6**A, **6**B, and **7**, the loading unit **600** includes the first slider **610**, the second slider **620**, the puck sort-out rail **630**, a retention box **640**, a first elevator **650**, and a second elevator **660**. The first elevator **650** and the second elevator **660** implement an elevator mechanism.

The puck sort-out rail **630** is a guide rail for transferring the first puck **10** and the second puck **20** transferred by the collection/transfer unit **500** while sorting and rotating the first puck **10** and the second puck **20**.

The puck sort-out rail **630** includes a rail that is formed to be slightly wider than the disc thickness of the first puck **10** and the second puck **20**, and a guide that is provided on each side of the rail, and has a height equal to or larger than the diameter of the first puck **10**, in the same manner as the transfer rail **510**.

The starting point of the puck sort-out rail **630** is formed at the position of the end point of the belt conveyer **530** of the collection/transfer unit **500**. The first puck **10** or the second puck **20** transferred by the belt conveyer **530** is rotatably loaded into the starting point of the puck sort-out rail **630**.

Specifically, the starling point of the puck sort-out rail **630** is formed at the position at which the circumferential surface of the first puck **10** and the second puck **20** discharged from the belt conveyer **530** comes in contact with the rail surface, and is fitted between the guides on the rail side.

The puck sort-out rail **630** has a given difference in height between the starting point position and the entrance of the first elevator **650**. Specifically, the first puck **10** and the second puck **20** rotate and are transferred from the starting point to the entrance of the first elevator **650** that is formed at a position lower than the starting point.

The puck sort-out rail **630** is formed so that the second puck **20** is guided to the retention box **640**, and the first puck **10** is loaded into the entrance of the first elevator **650**.

As illustrated in FIG. **6**B, an elliptical hole **631** is formed in the puck sort-out rail **630** in order to guide the second puck **20** to the retention box **640** during transfer.

The elliptical hole **631** is formed in one of the guides of the puck sort-out rail **630** at a height that is equal to or larger than the disc diameter of the second puck **20** and is less than the disc diameter of the first puck **10**. The elliptical hole **631** has a given length in the direction in which the rail extends.

The elliptical hole **631** is formed at a given position of the rail over the retention box **640**. A guide member (not illustrated in the drawings) that guides the puck that passes by to the elliptical hole **631** is formed on the side of the rail opposite to the side in which the elliptical hole **631** is formed.

According to the above configuration, the second puck **20** falls from the elliptical hole **631** into the retention box **640**, and the first puck **10** passes by the elliptical hole **631** without falling, and reaches the entrance of the first elevator **650** (i.e., reaches the end point).

The retention box **640** is a box that retains the second puck **20**. The retention box **640** is formed under the elliptical hole **631** that is formed in one of the guides of the puck sort-out rail **630**, and retains the second puck **20** that has fallen from the elliptical hole **631**.

The retention box **640** retains a number of second pucks **20**, and loads the second puck **20** into the second elevator **660**. The retention box **640** has a stirring mechanism for stirring the second pucks **20** retained therein under control of the drive control unit **800** so that the second pucks **20** can be easily loaded, and jamming can be prevented.

The first elevator **650** is formed upright from the end point of the puck sort-out rail **630**. The first elevator **650** is a unit that transfers the first puck **10** from the lower side of the housing **200** to the supply unit **400** that is formed on the upper side of the housing **200**.

The first elevator **650** has a retention function, and loads the first puck **10** into the supply unit **400** via the first slider **610** under control of the drive control unit **800**.

The first elevator **650** includes a transfer unit that sequentially transfers the first puck **10** at given intervals. The transfer unit loads and transfers the first puck **10** while maintaining the state of the first puck **10** transferred by the puck sort-out rail.

The first elevator **650** repeatedly stops and operates under control of the drive control unit **800**, and supplies the first puck **10** to the first slider **610** at a given timing.

For example, the first elevator **650** is configured to supply the first puck **10** held by the uppermost transfer unit to the first slider **610** when the first puck **10** has been shot into a goal so that the disc surface of the first puck **10** faces obliquely upward.

The second elevator **660** is a unit that transfers the second puck **20** from the retention box **640** to the supply unit **400** that is formed on the upper side of the housing **200**. The second elevator **660** is an elevator mechanism that differs from the first elevator **650**. The second elevator **660** loads the second puck **20** into the supply unit **400** via the second slider **620** under control of the drive control unit **800**.

Specifically, the second elevator **660** (not illustrated in FIGS. **6**A and **6**B) includes a transfer unit that transfers a given number of (one set of) second pucks **20** at given intervals.

The second elevator **660** repeatedly stops and operates under control of the drive control unit **800**, transfers the second puck **20** from the retention box **640** at a given timing, and supplies one set of second pucks **20** to the second slider **620**.

For example, the second elevator **660** operates when the second puck **20** has been supplied from the supply unit **400**, and supplies the second puck **20** retained in the retention box **640** to the second slider **620** until a given number is reached so that the disc surface of the second puck **20** faces obliquely upward.

The second elevator **660** stops under control of the drive control unit **800** when a desired number of second pucks **20** (one set of second pucks **20**) have been loaded into the supply unit **400**.

The first slider **610** is a unit that slides the first puck **10** transferred by the first elevator **650**, and loads the first puck **10** into the supply unit **400**.

The first slider **610** is formed from the end point of the first elevator **650**, and is bonded to the supply unit **400**. The first slider **610** loads the first puck **10** discharged from the first elevator **650** into the supply unit **400** so that the disc surface of the first puck **10** faces obliquely upward.

The second slider **620** is a unit that slides one set of second pucks **20** transferred by the second elevator **660**, and loads the second pucks **20** into the supply unit **400**.

The second slider **620** is formed from the end point of the second elevator **660**, and is bonded to the supply unit **400**. The second slider **620** loads the second puck **20** discharged from the second elevator **660** into the supply unit **400** so that the disc surface of the second puck **20** faces obliquely upward.

Drive Control Unit

The configuration of the drive control unit **800** according to one embodiment of the invention is described below with reference to FIG. **8**. FIG. **8** is a configuration diagram illustrating the configuration of the blocks of the drive control unit **800** according to one embodiment of the invention.

As illustrated in FIG. **8**, the drive control unit **800** includes a main control circuit **810**, a timer circuit **820**, a counter circuit **830** that performs a given count operation, and a sub-control circuit **840** as a control section.

The drive control unit **800** includes a discharge roller driver circuit **851**, an air supply driver circuit **852**, a stopper driver circuit **853**, a belt conveyer driver circuit **854**, a retention box driver circuit **855**, a first elevator driver circuit **856**, a second elevator driver circuit **857**, and a switch control circuit **858** that controls the path switch movable member **443** as a control section for driving the discharge roller **224**, each section of the supply unit **400**, the air supply unit **330**, the belt conveyer **530**, and the path switch movable member **443**.

The main control circuit **810** is implemented by a CPU, a ROM, a RAM, and a hard disk. The main control circuit **810** integrally controls the game process and the like when executing the air hockey game.

More specifically, a coin insertion sensor **860** that detects a coin inserted by the player, the first type detection sensor **511** and the second type detection sensor **522** that are provided corresponding to each transfer rail **510**, and the second puck loading sensor **451** provided to the supply unit **400** are connected to the input port of the main control circuit **810**.

The main control circuit **810** (1) performs a game start control process and a game end control process, and controls the air supply driver circuit **852**, the belt conveyer driver circuit **854**, and the retention box driver circuit **855** based on the game start control process and the game end control process, (2) detects the elapsed time from the supply of the first puck **10** in cooperation with the timer circuit **820**, (3) measures a predetermined time (e.g., 10 seconds or 20 seconds) in cooperation with the timer circuit **820**, (**4**) detects whether or not the first puck **10** or the second puck **20** has been shot into a goal based on an output signal from the first type detection sensor **511** and an output signal from the second type detection sensor **522**, and counts the number of goals in cooperation with the counter circuit **830**, (5) counts the score obtained by shooting the first puck **10** and the second puck **20** into a goal based on an output signal from the first type detection sensor **511** and an output signal from the second type detection sensor **522** in cooperation with the counter circuit **830**, (6) counts the number of times that a given process has been performed in cooperation with the counter circuit **830**, (7) controls the first elevator driver circuit **856** for loading the first puck **10**, and controls the path of the first puck **10**, (8) counts the number of first pucks **10** loaded after the game started in cooperation with the counter circuit **830**, and (9) counts the number of second pucks **20** loaded in cooperation with the counter circuit **830**, controls the second elevator driver circuit **857** for loading the second puck **20**, and controls the stopper driver circuit **853**, based on a signal output from each sensor.

When determining the type of the goal pocket **220**, and counting the number of respective pucks shot into a goal, when the main control circuit **810** has almost simultaneously detected the signal from the first type detection sensor **511** and the signal from the second type detection sensor **522**, the main control circuit **810** determines that the first puck **10** has entered the goal pocket **220** corresponding to the sensor that has output the signal.

When the main control circuit **810** has detected only the signal from second type detection sensor **522**, the main control circuit **810** determines that the second puck **20** has entered the goal pocket **220**. The main control circuit **810** performs the count operation each time it has been determined that the puck has entered each goal pocket **220**.

The sub-control circuit **840** includes a sub-CPU, a sound source IC, a power amplifier, and a display control circuit. The sub-control circuit **840** controls the liquid crystal display **710** and the speaker **720** of the notification unit **700**.

The sub-control circuit **840** controls the sound source IC and the display control circuit based on the score calculated by the main control circuit **810** each time the puck has entered the goal pocket **220** to output a predetermined sound through each speaker **720**, and display an image (e.g., score image or given image) specified by a program.

The timer circuit **820** performs a first measurement and a second measurement described later.

The counter circuit **830** counts the number of first pucks **10** loaded, the number of first pucks **10** that have been shot into each goal pocket **220**, the number of second pucks **20** that have been shot into each goal pocket **220**, the number of first pucks **10** that have been shot into each goal pocket **220** at an early stage (e.g., the number of first pucks **10** that have been shot into each goal pocket **220** within 10 seconds after loading), and the number of times that a given process has been performed.

Air Hockey Game

The air hockey game according to one embodiment of the invention is described below with reference to FIGS. **9** to **14**. FIGS. **9** to **14** are flowcharts illustrating the operation of the air hockey game device **100** that implements the air hockey game according to one embodiment of the invention.

<Outline of Game>

The air hockey game according to one embodiment of the invention includes (1) a normal game that allows the player to play the game using one first puck **10** immediately after the game has started (steps **S103** to **S110**), (2) a special game that allows the player to play the game using two or more first pucks **10** (step **S110** (No)→step **S112** (No)→step **S118** (No)→step **S155**), (3) a panic game that allows the player to play the game using one or more first pucks **10** and a plurality of second pucks **20** (step **S112** (Yes)→step **S114**, step **S118** (Yes)→step **S121**, step **S110** (Yes)→step **S254** or step **S209**), and (4) an ending game that allows the player to play an exciting game by supplying a large number of second pucks **20** together with the first puck **10** (step **S300** to step **S305** or step **S308**).

In the special game, when the first puck **10** has not been shot into a goal within a given time each time the first puck **10** has been supplied, an additional first puck **10** is supplied.

The drive control unit **800** provides each game by appropriately loading the first puck **10** or supplying the second puck **20** when a given condition has been satisfied, or a given timing has been reached.

For example, the drive control unit **800** estimates that a skilled player successively makes a goal immediately after the first puck has been loaded when the difference in skill between the players is large, and changes the game mode to the panic game in order to change the game playability.

When a monotonous game situation has continued (e.g., when the first puck **10** has not been shot into a goal for a long time), the drive control unit **800** changes the game mode to the panic game in order to change the game playability.

The drive control unit **800** detects the end timing of the panic game and the start timing of the ending game.

The drive control unit **800** appropriately changes the game mode based on (1) whether or not the first puck **10** has been shot into a goal, (2) the number of second pucks **20** that have been shot into a goal, (3) whether or not the first puck **10** has been shot into a goal within 10 or 20 seconds after the first puck **10** has been loaded, and the goal continuity, (4) whether or not 140 seconds has elapsed after the first puck **10** has been initially loaded, and (5) the goal history of the first puck **10** that has been shot into the goal pocket **220** (i.e., the time from the timing when the first puck **10** has been loaded to the timing when the first puck **10** has been shot into a goal, and the type of the goal pocket **220**).

More specifically, the drive control unit **800** cooperates with the timer circuit **820** to perform the first measurement that measures 140 seconds (step S**102** to step S**105**, step S**109** to step S**117** or step S**120**), and the second measurement that measures 10 seconds or 20 seconds (step S**104** to step S**106**, step S**108** to step S**110**, step S**116** to step S**118**, step S**154** to step S**155** (10-second measurement), or steps S**151** and S**152**, steps S**301** and S**302** (20-second measurement)).

When a new second measurement has started during the second measurement, the timer circuit **820** stores the measured time and the type of the goal pocket **220** in the main control circuit **810**, resets the measured time, and measures the time again.

The measured time and the type of the goal pocket **220** stored in the main control circuit **810** are used as the goal history (reference) for determining the difference in skill between the players, and changing the game mode to the panic game.

The counter circuit **830** counts the number of first pucks **10** that have been shot into each goal pocket **220**, the number of first pucks **10** that have been shot into each goal pocket **220** at an early stage (step S**201**), the number of times that a given process has been performed (steps S**111** and S**112**, steps S**205** and S**206**, steps S**212** and S**213**), and the number of second pucks **20** that have been shot into each goal pocket **220** (step S**114**, step S**208**, step S**211**, step S**253**, step S**256**).

<Initial Setting of Air Hockey Game>

The first pucks **10** have been loaded into each transfer unit of the first elevator **650**, and the maximum number of second pucks **20** have been loaded into the second supply section **450** before the game starts. One of the independent paths **441** (e.g., the final path used in the previous game) has been selected by the path switch movable member **443**.

<Air Hockey Game Implemented by Air Hockey Game Device>

(1) Start of Game and Normal Game

(1-1) Game Start Process (Steps S**101** and S**102**)

When a coin insertion signal (that indicates that a coin has been inserted) has been input to the main control circuit **810** from the coin insertion sensor **860** (step S**101**), the main control circuit **810** starts to control the air supply driver circuit **852**, the belt conveyer driver circuit **854**, and the retention box driver circuit **855**. starts the first measurement, and resets the counter to start the game (step S**102**).

Specifically, the main control circuit **810** drives the air supply unit **330** to discharge air from the air holes **211** formed in the field board **210**, and drives the belt conveyer **530** and the retention box **640**. The main control circuit **810** causes the timer circuit **820** to start the first measurement, and rests each counter of the counter circuit **830**.

(1-2) Normal Game (Step S**103** to Step S**110**)

The main control circuit **810** controls the first elevator driver circuit **856**, and loads the uppermost first puck **10** from the first elevator **650** into the supply unit **400** (step S**103**).

When the first puck **10** has been loaded into the supply unit **400**, the first puck **10** slides along the independent path **441** selected in advance, and is supplied to the field board **210** toward one of the players.

The first elevator **650** moves the transfer unit upward by one stage. Specifically, the first elevator **650** moves the second highest transfer unit upward in order to subsequently load the first puck **10** into the supply unit **400**. The main control circuit **810** adds "1" to the first puck loading counter.

The main control circuit **810** causes the timer circuit **820** to start the second measurement, and waits for 10 seconds to elapse (step S**104**). The main control circuit **810** then determines whether or not the result of the first measurement performed by the timer circuit **820** is 140 seconds (step S**105**).

When the main control circuit **810** has determined that the result of the first measurement is not 140 seconds, the step S**106** is performed. When the main control circuit **810** has determined that the result of the first measurement is 140 seconds, the step S**300** in FIG. **14** is performed (i.e., the game mode is changed to the ending game).

The main control circuit **810** then determines whether or not the first puck **10** has been shot into one of the goal pockets **220** within 10 seconds measured by the second measurement (step S**106**).

When the main control circuit **810** has determined that the first puck **10** has not been shot into the goal pockets **220** within 10 seconds, the step S**108** is performed.

When the main control circuit **810** has determined that the first puck **10** has been shot into one of the goal pockets **220** within 10 seconds, the main control circuit **810** controls the first elevator driver circuit **856**, and loads the uppermost first puck **10** from the first elevator **650** into the supply unit **400** (step S**107**). The step S**108** is then performed.

In the step S**107**, the main control circuit **810** controls the switch control circuit **858**, and switches or maintains the path using the path switch movable member **443** so that the first puck **10** is supplied to the player who has conceded a goal.

When the first puck **10** has been loaded into the supply unit **400**, the first puck **10** slides along the independent path **441** selected in advance, and is supplied to the field board **210** toward the player.

The first elevator **650** moves the transfer unit upward by one stage. Specifically, the first elevator **650** moves the second highest transfer unit upward in order to subsequently load the first puck **10** into the supply unit **400**. The main control circuit **810** adds "1" to the first puck loading counter.

Note that the step S**107** is also performed when it has been determined that the value of the early-stage goal counter is less than "3" (i.e., the normal game is maintained) in the step S**202** in FIG. **12**.

In the step S**108**, the main control circuit **810** causes the timer circuit **820** to start the second measurement, and waits for 10 seconds to elapse. The main control circuit **810** then

determines whether or not the result of the first measurement performed by the timer circuit **820** is 140 seconds (step S**109**).

When the main control circuit **810** has determined that the result of the first measurement is not 140 seconds, the step S**110** in FIG. **10** is performed. When the main control circuit **810** has determined that the result of the first measurement is 140 seconds, the step S**300** in FIG. **14** is performed (i.e., the game mode is changed to the ending game).

The main control circuit **810** then determines whether or not the first puck **10** has been shot into one of the goal pockets **220** within 10 seconds measured by the second measurement (step S**110**) (see FIG. **10**).

When the main control circuit **810** has determined that the first puck **10** has not been shot into the goal pockets **220** within 10 seconds, the step S**111** is performed in order to change the game mode to the special game.

When the main control circuit **810** has determined that the first puck **10** has not been shot into the goal pockets **220** within 10 seconds, the step S**201** is performed in order to determine whether or not the difference in skill between the players is large. When it has been determined that the difference in skill between the players is large based on the goal history, the game mode is changed to the panic game (step S**201** to step S**254** or step S**209**) (see FIG. **12**).

(2) Special Game (Step S**110** (No) to Step S**155**)

When the main control circuit **810** has determined that the first puck **10** has not been shot into the goal pockets **220** within 10 seconds in the step S**110**, the main control circuit **810** adds "1" to the execution count counter (step S**111**).

The main control circuit **810** then determines whether or not the value of the execution count counter is an even number (step S**112**). When the main control circuit **810** has determined that the value of the execution count counter is not an even number, the step S**115** is performed, and the game mode is changed to the special game.

When the main control circuit **810** has determined that the value of the execution count counter is an even number, the step S**113** is performed, and the game mode is changed to the panic game.

When the main control circuit **810** has determined that the value of the execution count counter is not an even number in the step S**112**, the main control circuit **810** controls the first elevator driver circuit **856**, and loads the uppermost first puck **10** from the first elevator **650** into the supply unit **400** (step S**115**).

The main control circuit **810** controls the switch control circuit **858**, and switches or maintains the path using the path switch movable member **443** so that the first puck **10** is supplied to the player who has conceded a goal.

When the first puck **10** has been loaded into the supply unit **400**, the first puck **10** slides along the independent path **441** selected in advance, and is supplied to the field board **210** toward the player. The main control circuit **810** adds "1" to the first puck loading counter.

The main control circuit **810** causes the timer circuit **820** to start the second measurement, and waits for 10 seconds to elapse (step S**116**). The main control circuit **810** then determines whether or not the result of the first measurement performed by the timer circuit **820** is 140 seconds (step S**117**).

When the main control circuit **810** has determined that the result of the first measurement is not 140 seconds, the step S**118** is performed. When the main control circuit **810** has determined that the result of the first measurement is 140 seconds, the step S**300** in FIG. **14** is performed (i.e., the game mode is changed to the ending game).

The main control circuit **810** then determines whether or not the first puck **10** has been shot into one of the goal pockets **220** within 10 seconds measured by the second measurement (step S**118**).

When the main control circuit **810** has determined that the first puck **10** has not been shot into the goal pockets **220** within 10 seconds, the step S**151** (see FIG. **11**) is performed.

When the main control circuit **810** has determined that the first puck **10** has been shot into one of the goal pockets **220** within 10 seconds, the step S**119** is performed, and the game mode is changed to the panic game.

When the main control circuit **810** has determined that the first puck **10** has not been shot into the goal pockets **220** within 10 seconds in the step S**118**, the main control circuit **810** causes the timer circuit **820** to start the second measurement, and waits for 20 seconds to elapse (step S**151**). The main control circuit **810** then determines whether or not the first puck **10** has been shot into one of the goal pockets **220** within 20 seconds (step S**152**).

Specifically, the main control circuit **810** determines whether or not the counter value that indicates the number of first pucks **10** shot into each goal pocket **220** has been incremented by "1" after the step S**118**.

When the main control circuit **810** has determined that the first puck **10** has been shot into one of the goal pockets **220** within 20 seconds, the step S**153** is performed.

When the main control circuit **810** has determined that the first puck **10** has not been shot into the goal pockets **220** within 20 seconds, the step S**154** is performed.

When the main control circuit **810** has determined that the first puck **10** has been shot into one of the goal pockets **220** within 20 seconds in the step S**152**, the main control circuit **810** controls the first elevator driver circuit **856**, and loads the uppermost first puck **10** from the first elevator **650** into the supply unit **400** (step S**153**). The step S**151** is then performed.

The main control circuit **810** controls the switch control circuit **858**, and switches or maintains the path using the path switch movable member **443** so that the first puck **10** is supplied to the player who has conceded a goal.

When the first puck **10** has been loaded into the supply unit **400**, the first puck **10** slides along the independent path **441** selected in advance, and is supplied to the field board **210** toward the player. The main control circuit **810** adds "1" to the first puck loading counter.

When the main control circuit **810** has determined that the first puck **10** has not been shot into the goal pockets **220** within 20 seconds in the step S**152**, the main control circuit **810** causes the timer circuit **820** to start the second measurement, and waits for 10 seconds to elapse (step S**154**). The main control circuit **810** then determines whether or not the first puck **10** has been shot into one of the goal pockets **220** within 10 seconds (step S**155**).

When the main control circuit **810** has determined that the first puck **10** has been shot into one of the goal pockets **220** within 10 seconds in the step S**155**, the step S**104** (see FIG. **9**) is performed.

When the main control circuit **810** has determined that the first puck **10** has not been shot into the goal pockets **220** within 10 seconds, the step S**119** is performed, and the game mode is changed to the panic game.

When the step S**104** is performed after the step S**155** during the special game, the steps S**112** to S**104** are performed in the special game (i.e., the game mode is not changed to the normal game).

(3) Panic Game

(3-1) Panic Game (1) (Steps **S113** and **S114**)

When the main control circuit **810** has determined that the value of the execution count counter is an even number in the step **S112**, the main control circuit **810** controls the stopper driver circuit **853** to open the lowermost stopper **452** to supply one set of second pucks **20** (e.g., fifteen second pucks **20**) to the field board **210**, and changes the game mode to the panic game (step **S113**).

When all of the second pucks **20** retained by the lowermost stopper **452** have been supplied to the field board **210**, the main control circuit **810** closes the lowermost stopper **452**, and controls the open state and the closed state of the remaining stoppers **452** while controlling the second elevator driver circuit **857** to sequentially load the second puck **20** into the lowermost stopper **452** and the remaining stoppers **452**.

The main control circuit **810** then determines whether or not seven or more second pucks **20** have been shot into each goal pocket **220** after the step **S113** based on each counter that counts the number of second pucks **20** that have been shot into a goal (step **S114**). When the main control circuit **810** has determined that seven or more second pucks **20** have been shot into each goal pocket **220**, the step **S104** is performed in order to change the game mode to the normal game or the special game.

In the step **S114**, whether or not 10 seconds has elapsed after supplying the second puck **20** may be determined.

(3-2) Panic Game (2) (Steps **S119** and **S121**)

When the main control circuit **810** has determined that the first puck **10** has been shot into one of the goal pockets **220** within 10 seconds in the step **S118**, or has determined that the first puck **10** has not been shot into the goal pockets **220** within 10 seconds in the step **S155**, the main control circuit **810** controls the stopper driver circuit **853** to open the lowermost stopper **452** to supply one set of second pucks **20** (e.g., fifteen second pucks **20**) to the field board **210** (step **S119**).

When all of the second pucks **20** retained by the lowermost stopper **452** have been supplied to the field board **210**, the main control circuit **810** closes the lowermost stopper **452**, and controls the open state and the closed state of the remaining stoppers **452** while controlling the second elevator driver circuit **857** to sequentially load the second puck **20** into the lowermost stopper **452** and the remaining stoppers **452**.

The main control circuit **810** then determines whether or not the result of the first measurement performed by the timer circuit **820** is 140 seconds (step **S120**). When the main control circuit **810** has determined that the result of the first measurement is not 140 seconds, the step **S121** is performed.

When the main control circuit **810** has determined that the result of the first measurement is 140 seconds, the step **S300** in FIG. **14** is performed (i.e., the game mode is changed to the ending game).

The main control circuit **810** then determines whether or not the two first pucks **10** present on the field board **210** have been shot into one of the goal pockets **220** based on the output signal from the first type detection sensor **511** (step **S121**).

Specifically, the main control circuit **810** determines whether or not the counter value that indicates the number of first pucks **10** shot into each goal pocket **220** has been incremented by "1" after the step **S120**.

When the main control circuit **810** has determined that one of the two first pucks **10** has been shot into one of the goal pockets **220**, the step **S104** is performed. When the main control circuit **810** has determined that the two first pucks **10** have not been shot into the goal pockets **220**, the step **S120** is performed. Note that the step **S104** is performed in a state in which the game mode is set to the normal game or the special game.

(3-3) Panic Game (3) (Steps **S201** and **S209**)

When the main control circuit **810** has determined that the first puck **10** has been shot into one of the goal pockets **220** within 10 seconds in the step **S110**, the main control circuit **810** adds "1" to the early goal counter while linking the value to the type of the goal pocket **220** (step **S201**).

The main control circuit **810** then determines whether or not the value of the early goal counter is less than "3" (step **S202**) (see FIG. **12**). When the main control circuit **810** has determined that the value of the early goal counter is less than "3", the step **S107** is performed. Note that the step **S107** is performed in a state in which the game mode is set to the normal game or the special game.

When the main control circuit **810** has determined that the value of the early goal counter is equal to or larger than "3", the main control circuit **810** determines whether or not three first pucks **10** have been successively shot into an identical goal pocket **220** (step **S203**).

When the main control circuit **810** has determined that the three first pucks **10** have been shot into an identical goal pocket **220**, the step **S251** (see FIG. **13**) is performed. When the main control circuit **810** has determined that the three first pucks **10** have not been successively shot into an identical goal pocket **220**, the step **S204** is performed.

The main control circuit **810** then determines whether or not the result of the second measurement was less than 5 seconds when the three first pucks **10** were shot into the goal pocket **220** (step **S204**).

When the main control circuit **810** has determined that the result of the second measurement was less than 5 seconds when the three first pucks **10** were shot into the goal pocket **220** based on the goal history, the step **S205** is performed. When the main control circuit **810** has determined that the result of the second measurement was not less than 5 seconds when the three first pucks **10** were shot into the goal pocket **220**, the step **S212** is performed.

When the main control circuit **810** has determined that the result of the second measurement was less than 5 seconds when the three first pucks **10** were shot into the goal pocket **220**, the main control circuit **810** adds "1" to the execution count counter (counter that differs from that of the step **S111**) (step **S205**), and determines whether or not the value of the execution count counter is an even number (step **S206**).

When the main control circuit **810** has determined that the value of the execution count counter is an even number, the step **S207** is performed. When the main control circuit **810** has determined that the value of the execution count counter is not an even number, the step **S210** is performed.

When the main control circuit **810** has determined that the value of the execution count counter is an even number in the step **S206**, the main control circuit **810** controls the stopper driver circuit **853** to open the lowermost stopper **452** to supply one set of second pucks **20** (e.g., fifteen second pucks **20**) to the field board **210** (step **S207**).

When all of the second pucks **20** retained by the lowermost stopper **452** have been supplied to the field board **210**, the main control circuit **810** closes the lowermost stopper **452**, and controls the open state and the closed state of the remaining stoppers **452** while controlling the second elevator driver circuit **857** to sequentially load the second puck **20** into the lowermost stopper **452** and the remaining stoppers **452**.

The main control circuit **810** then determines whether or not the total number of second pucks **20** that have been shot into the goal pockets **220** after the step **S207** has reached 12

based on each second puck goal counter (step S208). When the main control circuit 810 has determined that the total number of second pucks 20 that have been shot into the goal pockets 220 after the step S207 has reached 12, the step S209 is performed. In the step S208, whether or not 15 seconds has elapsed after supplying the second puck 20 may be determined.

When the main control circuit 810 has determined that the total number of second pucks 20 that have been shot into the goal pockets 220 after the step S207 has reached 12 based on each second puck goal counter, the main control circuit 810 controls the first elevator driver circuit 856, and loads the uppermost first puck 10 from the first elevator 650 into the supply unit 400 (step S209). The step S104 is then performed in order to change the game mode to the normal game or the special game.

The main control circuit 810 controls the switch control circuit 858, and switches or maintains the path using the path switch movable member 443 so that the first puck 10 is supplied to the player who has conceded a goal.

When the first puck 10 has been loaded into the supply unit 400, the first puck 10 slides along the independent path 441 selected in advance, and is supplied to the field board 210 toward the player. The main control circuit 810 adds "1" to the first puck loading counter.

When the main control circuit 810 has determined that the value of the execution count counter is not an even number in the step S206, the main control circuit 810 controls the stopper driver circuit 853 to open the lowermost stopper 452 and the second lowest stopper 452 to supply two sets of second pucks 20 (e.g., thirty second pucks 20 (fifteen second pucks 20+fifteen second pucks 20) to the field board 210 (step S210).

When all of the second pucks 20 retained by the lowermost stopper 452 and the second lowest stopper 452 have been supplied to the field board 210, the main control circuit 810 closes the lowermost stopper 452, and controls the open state and the closed state of the remaining stoppers 452 while controlling the second elevator driver circuit 857 to sequentially load the second puck 20 into the lowermost stopper 452 and the remaining stoppers 452.

The main control circuit 810 then determines whether or not the total number of second pucks 20 that have been shot into the goal pockets 220 after the step S210 has reached 20 based on each second puck goal counter (step S211). When the main control circuit 810 has determined that the total number of second pucks 20 that have been shot into the goal pockets 220 after the step S210 has reached 20, the step S209 is performed.

In the step S211, whether or not 20 seconds has elapsed after supplying the second puck 20 may be determined.

When the main control circuit 810 has determined in the step S204 that the result of the second measurement was not less than 5 seconds when the three first pucks 10 were shot into the goal pocket 220, the main control circuit 810 adds "1" to the execution count counter (counter that differs from those of the step S111 and the step S205) (step S212), and determines whether or not the value of the execution count counter is an even number (step S213).

When the main control circuit 810 has determined that the value of the execution count counter is an even number, the step S207 is performed. When the main control circuit 810 has determined that the value of the execution count counter is not an even number, the step S210 is performed.

When the main control circuit 810 has determined that the three first pucks 10 have been shot into an identical goal pocket 220 in the step S203, the main control circuit 810 determines whether or not the identical goal pocket 220 is the same as the goal pocket 220 that has been identified in the preceding step S203 (step S251).

When the main control circuit 810 has determined that the identical goal pocket 220 is the same as the goal pocket 220 that has been identified in the preceding step 5203, the step S252 is performed. When the main control circuit 810 has determined that the identical goal pocket 220 differs from the goal pocket 220 that has been identified in the preceding step S203, the step S255 is performed.

When the main control circuit 810 has determined in the step S251 that the identical goal pocket 220 is the same as the goal pocket 220 that has been identified in the preceding step S203, the main control circuit 810 controls the stopper driver circuit 853 to open the lowermost stopper 452 to supply one set of second pucks 20 (e.g., fifteen second pucks 20) to the field board 210 (step S252).

When all of the second pucks 20 retained by the lowermost stopper 452 have been supplied to the field board 210, the main control circuit 810 closes the lowermost stopper 452, and controls the open state and the closed state of the remaining stoppers 452 while controlling the second elevator driver circuit 857 to sequentially load the second puck 20 into the lowermost stopper 452 and the remaining stoppers 452.

The main control circuit 810 then determines whether or not the total number of second pucks 20 that have been shot into the goal pockets 220 after the step S252 has reached 12 based on each second puck goal counter (step S253). When the main control circuit 810 has determined that the total number of second pucks 20 that have been shot into the goal pockets 220 after the step S252 has reached 12, the step S254 is performed.

In the step S253, whether or not 15 seconds has elapsed after supplying the second puck 20 may be determined.

When the main control circuit 810 has determined in the step S253 that the total number of second pucks 20 that have been shot into the goal pockets 220 after the step S207 has reached 12 based on each second puck goal counter, the main control circuit 810 controls the first elevator driver circuit 856, and loads the uppermost first puck 10 from the first elevator 650 into the supply unit 400 (step S254). The step S104 is then performed in order to change the game mode to the normal game or the special game.

The main control circuit 810 controls the switch control circuit 858, and switches or maintains the path using the path switch movable member 443 so that the first puck 10 is supplied to the player who has conceded a goal.

When the first puck 10 has been loaded into the supply unit 400, the first puck 10 slides along the independent path 441 selected in advance, and is supplied to the field board 210 toward the player. The main control circuit 810 adds "1" to the first puck loading counter.

When the main control circuit 810 has determined in the step S251 that the identical goal pocket 220 differs from the goal pocket 220 that has been identified in the preceding step S203, the main control circuit 810 controls the stopper driver circuit 853 to open the lowermost stopper 452 and the second lowest stopper 452 to supply two sets of second pucks 20 (e.g., thirty second pucks 20 (fifteen second pucks 20+fifteen second pucks 20) to the field board 210 (step S255).

When all of the second pucks 20 retained by the lowermost stopper 452 and the second lowest stopper 452 have been supplied to the field board 210, the main control circuit 810 closes the lowermost stopper 452, and controls the open state and the closed state of the remaining stoppers 452 while controlling the second elevator driver circuit 857 to sequen-

tially load the second puck **20** into the lowermost stopper **452** and the remaining stoppers **452**.

The main control circuit **810** then determines whether or not the total number of second pucks **20** that have been shot into the goal pockets **220** after the step S**255** has reached 20 based on each second puck goal counter (step S**256**). When the main control circuit **810** has determined that the total number of second pucks **20** that have been shot into the goal pockets **220** after the step S**255** has reached 20, the step S**254** is performed, and the first puck **10** is loaded.

In the step S**256**, whether or not 20 seconds has elapsed after supplying the second puck **20** may be determined.

(4) Ending Game, and End of Game (Step S**300** to Step S**310**)

When the main control circuit **810** has determined that the result of the first measurement is 140 seconds in the step S**105**, S**109**, S**117**, or S**120**, the main control circuit **810** disables reception of any event (step S**300**) (see FIG. **14**), and performs a setting process for cancelling the subsequent event (step S**301**). The main control circuit **810** causes the timer circuit **820** to start the second measurement.

The main control circuit **810** then determines the number of first pucks **10** that have been supplied to the field board **210**, and have not been shot into a goal, based on the signal from each first type detection sensor **511** and the first puck loading counter, and determines whether or not all of the first pucks **10** have been shot into a goal within 20 seconds after the second measurement has started, based on the signal from each first type detection sensor **511** (step S**302**).

When the main control circuit **810** has determined that all of the first pucks **10** have been shot into a goal within 20 seconds after the second measurement has started, the step S**303** is performed. When the main control circuit **810** has determined that all of the first pucks **10** have not been shot into a goal within 20 seconds after the second measurement has started, the step S**306** is performed.

When the main control circuit **810** has determined in the step S**302** that all of the first pucks **10** have been shot into a goal within 20 seconds after the second measurement has started, the main control circuit **810** controls the stopper driver circuit **853** to open the lowermost stopper **452** and the second lowest stopper **452** to supply two sets of second pucks **20** (e.g., thirty second pucks **20** (fifteen second pucks **20**+fifteen second pucks **20**) to the field board **210** (step S**303**).

When all of the second pucks **20** retained by the lowermost stopper **452** and the second lowest stopper **452** have been supplied to the field board **210**, the main control circuit **810** closes the lowermost stopper **452**, and controls the open state and the closed state of the remaining stoppers **452** while controlling the second elevator driver circuit **857** to sequentially load the second puck **20** into the lowermost stopper **452** and the remaining stoppers **452**. The main control circuit **810** causes the timer circuit **820** to start the second measurement.

The main control circuit **810** then determines whether or not the total number of second pucks **20** that have been shot into the goal pockets **220** after the step S**302** has reached 20 within 10 seconds after the second measurement has started, based on each second puck goal counter (step S**304**).

When the main control circuit **810** has determined that the total number of second pucks **20** that have been shot into the goal pockets **220** after the step S**302** has reached 20, the main control circuit **810** controls the stopper driver circuit **853** to open the lowermost stopper **452** to supply the second pucks **20** (e.g., fifteen second pucks **20**) to the field board **210** (step S**305**). The step S**310** is then performed.

When the main control circuit **810** has determined in the step S**304** that the total number of second pucks **20** that have been shot into the goal pockets **220** after the step S**302** has not reached 20 within 10 seconds after the second measurement has started, based on each second puck goal counter, the step S**310** is performed.

When the main control circuit **810** has determined in the step S**302** that all of the first pucks **10** have not been shot into a goal within 20 seconds after the second measurement has started, the main control circuit **810** controls the stopper driver circuit **853** to open the lowermost stopper **452** to supply the second pucks **20** (e.g., fifteen second pucks **20**) to the field board **210** (step S**306**).

When all of the second pucks **20** retained by the lowermost stopper **452** have been supplied to the field board **210**, the main control circuit **810** closes the lowermost stopper **452**, and controls the open state and the closed state of the remaining stoppers **452** while controlling the second elevator driver circuit **857** to sequentially load the second puck **20** into the lowermost stopper **452** and the remaining stoppers **452**. The main control circuit **810** causes the timer circuit **820** to start the second measurement.

The main control circuit **810** then determines whether or not the total number of second pucks **20** that have been shot into the goal pockets **220** after the step S**302** has reached. **10** within 10 seconds after the second measurement has started, based on each second puck goal counter (step S**307**).

When the main control circuit **810** has determined that the total number of second pucks **20** that have been shot into the goal pockets **220** after the step S**302** has reached 10, the main control circuit **810** controls the stopper driver circuit **853** to open the lowermost stopper **452** to supply the second pucks **20** (e.g., fifteen second pucks **20**) to the field board **210** (step S**308**). The step S**310** is then performed.

When the main control circuit **810** has determined in the step S**307** that the total number of second pucks **20** that have been shot into the goal pockets **220** after the step S**302** has not reached 10 within 10 seconds after the second measurement has started, based on each second puck goal counter, the step S**310** is performed.

The main control circuit **810** then controls the belt conveyer driver circuit **854** and the retention box driver circuit **855** to stop the belt conveyer **530** and the retention box **640** (step S**310**). The main control circuit **810** then controls the discharge roller driver circuit **851** and the air supply driver circuit **852** when a given time has elapsed to stop the discharge roller and the air supply unit. The sub-control, circuit **840** then displays the final score and a given production effect.

Score Control Process

A score control process according to one embodiment of the invention is described in detail below with reference to FIG. **15**. FIG. **15** is a flowchart illustrating the score control process according to one embodiment of the invention. The score control process is performed corresponding to each goal pocket **220**.

When the main control circuit **810** has detected the detection signal from the second type detection sensor **522** (step S**501**), the main control circuit **810** determines whether or not the detection signal from the first type detection sensor **511** provided to the same transfer rail **510** has been received within a given time (step S**502**).

When the main control circuit **810** has determined that the detection signal from the first type detection sensor **511** has not been received within a given time in the step S**502**, the main control circuit **810** determines that the second puck **20** has been shot into a goal, adds points based on the second

puck **20** to the latest score, and controls the sub-control circuit **840** based on the calculated score (step S**503**) to complete the process.

When the main control circuit **810** has determined that the detection signal from the first type detection sensor **511** has been received within a given time in the step S**502**, the main control circuit **810** determines that the first puck **10** has been shot into a goal, adds points based on the first puck **10** to the latest score, and controls the sub-control circuit **840** based on the calculated score (step S**504**) to complete the process.

Note that the first type detection sensor **511***a* and the second type detection sensor **522***a* that function as a goal detection unit are provided corresponding to the first goal pocket **220***a*, and the first type detection sensor **511***b* and the second type detection sensor **522***b* that function as a goal detection unit are provided corresponding to the second goal pocket **220***b*.

It is possible to perform the process illustrated in FIG. **15** (that detects whether or not the first puck **10** or the second puck **20** has been shot into each goal pocket (**220***a*, **220***b*) corresponding to each player, and adds points to the score) and the above game process by providing the first type detection sensor (**511***a*, **511***b*) and the second type detection sensor (**522***a*, **522***b*) that function as a goal detection unit corresponding to each goal pocket (**220***a*, **220***b*).

As described above, since the air hockey game device **100** according to one embodiment of the invention can implement the game that that allows the player to shoot the first puck **10** and the second puck **20** into a goal, it is possible to provide novel game playability by allowing the pucks that slide at a different speed to be present on the field board **210**. Therefore, the air hockey game device **100** according to one embodiment of the invention can change the score (points) based on the type of puck, supply the second puck in order to change the game playability during the normal game that utilizes the first puck, and throw the players into a panic to implement an exciting game.

Since the air hockey game device **100** according to one embodiment of the invention can control the process of the game based on the type of puck, it is possible to attach importance to game strategy rather than the skill of operating the mallet **50** for controlling a single game medium by allowing a plurality of different game media to be present on the field board **210**.

This makes it possible to allow the players to enjoy the game even when the players differ in skill.

Since the second pucks **20** are placed side by side on the slope, and loaded, the second pucks **20** can be slidably supplied to the field board **210** while preventing a situation in which the second puck **20** that has reached the surface of the field board overlaps another second puck **20**, and the second pucks **20** can be caused to appear on the field board **210** in a sliding manner.

Since the angular difference with respect to the surface of the field board in the horizontal direction can be reduced by setting the supply angle of the second puck **20** to be smaller than the slope angle of the slope, the second puck **20** can be smoothly supplied to the field board **210**.

Since the stopper **452** can be set from the closed state to the open state when a given condition has been satisfied, a plurality of second pucks **20** can be simultaneously supplied to the surface of the field board by controlling the stopper **452** corresponding to the process of the game (e.g., when one of the players has continuously lost the game, when a predetermined difference in score has been reached, or when a given time has elapsed).

Therefore, it is possible to simplify the structure of the supply unit **400**, and change the game playability during the game to implement an exciting game.

The air hockey game device **100** according to one embodiment of the invention can appropriately load the collected first puck **10** and the collected second puck **20** into the supply unit **400** corresponding to the type of puck.

The loading unit **600** can be used as a mechanism for retaining the first puck **10** that is simultaneously used in a small number by adjusting the moving timing of the first elevator **650** from the position under the field board to the supply unit **400**, and the second puck **20** that is simultaneously used in a large number can be retained using the retention box **640**.

This makes it possible to smoothly collect and load the pucks even when a large number of second pucks **20** are used, and supply a sufficient number of second pucks **20** to the field board **210** by preventing a short supply to the supply unit **400**. The air hockey game device **100** according to one embodiment of the invention can appropriately load the second puck **20**, and simultaneously and appropriately supply a predetermined number of second pucks **20** to the field board **210**.

Since the first puck **10** can be automatically supplied to the field board **210**, and the balance of the game can be maintained by supplying the first puck **10** to the player who has conceded a goal, it is possible to provide an exciting game.

Since each puck has such a disc-like shape, and force can be easily transmitted when the puck has been struck, or has collided with the wall member of the field board **210**, the puck can slide on the field board **210** at a high speed, and the player can experience exhilaration.

Since the second puck **20** has a size smaller than that of the first puck **10**, the player can visually determine the type of puck. Since the first puck **10** and the second puck **20** slide at a different speed even when struck at an identical force, the player can visually enjoy the game, and the game playability can be changed by utilizing different pucks.

Since a state in which the first puck **10** has been shot into a goal can be detected by both the first type detection sensor **511** and the second type detection sensor **522**, and a state in which the second puck **20** **10** has been shot into a goal can be detected by only the second type detection sensor **522**, the type of puck can be determined although the pucks are transferred along an identical transfer path.

Therefore, the air hockey game device **100** according to one embodiment of the invention can control the process of the game (e.g., controlling the supply timing of the second puck **20**, or calculating the score using a different puck) based on the type of puck.

Since the collected puck can be transferred from a lower position to a higher position, and the puck is not transferred in a state in which a plurality of pucks overlaps, the pucks can be transferred separately.

Moreover, a plurality of pucks that overlaps each other can be separated by the discharge roller **224**, and a situation in which a plurality of pucks is discharged at one time can be prevented.

The air hockey game device **100** according to one embodiment of the invention can also control the process of the game (e.g., adding different points to the score depending on whether the puck is the first puck **10** or the second puck **20**, or adjusting the points based on the timing at which the first puck **10** or the second puck **20** has entered the goal pocket **220**) based on the type of puck.

Modifications

Modifications of the above embodiments are described below.

In the above embodiments, an opaque cover provided with a transparent area may be disposed opposite to the slope member **410** instead of the transparent cover **430** so that only some of a plurality of second pucks **20** retained in the lower part of the second supply section **450** can be observed.

In this case, since the players cannot determine the number of second pucks **20** to be supplied, it is possible to throw the players into a panic when supplying the second pucks **20**, and prevent the players losing interest in the game.

The first supply section **440** and the second supply section **450** of the supply unit **400** may be formed on slope members that are provided independently.

Although the above embodiments have been described taking an example in which a plurality of second pucks **20** is simultaneously supplied to the field board **210**, a plurality of second pucks **20** may be arranged linearly in the slope direction, and sequentially supplied to the field board **210** when a given condition has been satisfied. In this case, the supply direction may be changed based on a given condition, and the plurality of second pucks **20** may be supplied toward one of the goal pockets **220** in the same manner as the first supply section **440** that supplies the first puck **10**.

Although the above embodiments have been described taking an example in which a predetermined number (e.g., one set or two sets) of second pucks **20** are supplied to the field board **210** under control of the drive control unit **800**, the number of second pucks **20** to be supplied may be changed randomly.

Although the above embodiments have been described taking an example in which the second puck **20** is supplied to the field board **210** under control of the drive control unit **800** corresponding to the game situation, the second puck **20** may be supplied at a given timing after the air hockey game has started, independently of control of the drive control unit **800**.

The air hockey game device according to the embodiments of the invention may be applied as an arcade game device that is installed in play facilities (e.g., video arcade), or may be applied as a consumer game device.

REFERENCE SIGNS LIST

10 First puck
20 Second puck
100 Air hockey game device
200 Housing
210 Field board
211 Air hole
220 Goal pocket
221 Opening
222 Receiving section
223 Outlet
224 Discharge roller
230 Wall
300 Air supply unit
400 Supply unit
410 Slope member
420 Supply guide member
430 Transparent cover
440 First supply section
441 Independent path
442 Switch path
443 Path switch movable member
444 Restriction member
450 Second supply section
451 Second puck loading sensor
452 Stopper
500 Collection/transfer unit
510 Transfer rail
511 First type detection sensor
522 Second type detection sensor
520 Collection box
530 Belt conveyer
531 Protrusion member
600 Loading unit
610 First slider
620 Second slider
630 Puck sort-out rail
631 Elliptical hole
640 Retention box
650 First elevator
660 Second elevator
700 Notification unit
710 Liquid crystal display
720 Speaker
800 Drive control unit
810 Math control circuit
820 Timer circuit
830 Counter circuit
840 Sub-control circuit
851 Discharge roller driver circuit
852 Air supply driver circuit
853 Stopper driver circuit
854 Belt conveyer driver circuit
855 Retention box driver circuit
856 First elevator driver circuit
857 Second elevator driver circuit
858 Switch control circuit
860 Coin insertion sensor

The invention claimed is:

1. A game device that implements a game that allows a plurality of players to strike a game medium using a striking device to shoot the game medium into a goal of an opponent player, the game device comprising:

a field board that includes a sliding surface, and a wall member that is provided around the sliding surface, the game medium sliding on the sliding surface;

a plurality of goal pockets that functions as the goal, each of the plurality of goal pockets including an opening that is formed in the field board, and receiving the game medium;

a supply unit that supplies a first game medium and a second game medium to the field board corresponding to a game situation, the second game medium differing in size from the first game medium, the supply unit including:

a first supply section configured to slidably supply the first game medium singly to the field board, and

a second supply section configured to slidably supply a plurality of the second game medium to the field hoard; and

a processor programmed to control the supply unit to selectively supply at least one of the first game medium and the second game medium, and control a process of the game corresponding to the size of game medium supplied.

2. The game device as defined in claim **1**,

wherein the second supply section slidably supplies the plurality of second game mediums simultaneously to the field board when the game is being played using the first game medium, and a given condition has been satisfied.

3. The game device as defined in claim **2**,

wherein the second supply section is formed on a slope member that has a slope formed at a given slope angle with respect to a surface of the field board, the second

supply section: (i) retaining the plurality of second game mediums in a state in which the plurality of second game mediums are placed side by side in a direction that intersects a slope direction of the slope, and (ii) slidably supplying the plurality of second game mediums to the field hoard by allowing the plurality of second game mediums retained therein to slide along the slope due to gravity.

4. The game device as defined in claim **3**,

wherein the second supply section includes a supply guide member that is formed integrally with the slope, and slidably supplies the second game medium to the field board while sliding the second game medium, and

a supply angle when the second game medium is supplied by the supply guide member is smaller than the slope angle of the slope.

5. The game device as defined in claim **3**,

wherein the second supply section further includes a stopper that is provided at a given position on the slope, the stopper maintaining a retention state of the plurality of second game mediums in a closed state, and slidably supplying the plurality of second game mediums to the field board in an open state by allowing the plurality of second game mediums retained in the second supply section to slide along the slope due to gravity, and

the game control unit sets the stopper from the closed state to the open state when a given condition has been satisfied.

6. The game device as defined in claim **1**, further comprising:

a loading unit that transfers the first game medium and the second game medium that have entered the goal pocket in a mixed state and have been collected under the field board to the supply unit using different elevator mechanisms corresponding to a type of game medium, and loads the first game medium and the second game medium into the supply unit.

7. The game device as defined in claim **6**,

wherein the loading unit includes a retention section that selectively retains the second game medium that has been collected together with the first game medium in a mixed state, the loading unit supplying the collected first game medium to the supply unit using the elevator mechanism, and supplying the retained second game medium to the supply unit using the elevator mechanism.

8. The game device as defined in claim **1**,

wherein the first game medium and the second game medium have a disc-like shape.

9. The game device as defined in claim **1**, further comprising:

a collection/transfer mechanism that collects a plurality of game mediums that differs in size and has entered the goal pocket in a mixed state, and transfers the plurality of game mediums that has been collected to the supply unit,

wherein the collection/transfer mechanism includes a transfer unit that sequentially transfers the plurality of game mediums from a first transfer point to a second transfer point that is higher than the first transfer point, and

a plurality of protrusion members is formed at given intervals on an upper side of the transfer unit on which the game medium is placed, the plurality of protrusion members preventing the game medium placed on the upper side of the transfer unit from falling down in an upstream direction, and having a height equal to or larger than a thickness of each of the plurality of game mediums.

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